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Cover: Susan Rowe

The continuing adventures of ace wizard Maroc the Mage feature in our amazing *Avalon* competition. Turn to page 22 to find out more.

NEXT ISSUE ON SALE 16th APRIL

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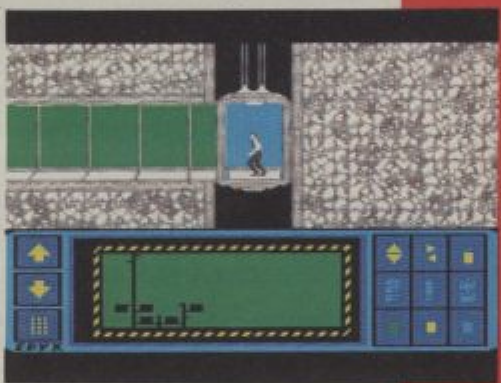
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Game of the Month
Impossible Mission

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ATARI



THE GREAT ALIEN CONTROVERSY — 1

Dear Sir,
The attention of your readers will no doubt have been drawn to the outstandingly uncomplimentary review of *Alien* for the CBM64, in the February edition of *C&VG*. As designer and programmer of that game, I would like to make a few points concerning the review:
That the review is grossly misleading, containing many false statements.
That *C&VG* should make it their responsibility to ensure that any reviews they print are a fair comment on the product concerned, and are not a reflection of the reviewer's lack of interest in, or comprehension of, the product.

To demonstrate my first two points, I turn to the review: "very little action"; "the characters have a habit of lodging themselves in one place and not budging an inch, no matter what you do . . ."; "You are supposed to be able to move your characters through the three decks . . . the only problem is that if you select "MIDDLE DECK" you are liable to find yourself on "LOWER DECK" instead; "Your characters have a habit of disappearing without trace . . ."; ". . . for some reason, the characters in the game are practically immobile . . ."; ". . . if you're in the Lab or Living Quarters and remove the grille, your character will disappear altogether . . .".

How could anyone be so certain that a major professional software house would release such a faulty piece of programming — and that the real reason for the lack of results was because your reviewer could not be bothered to read the manual which accompanies the game. As a result, he did not have a clue what he was doing?

He didn't understand any of the screen displays, he could not operate the controls, he didn't know who he was meant to be controlling, or to what intent. He even decided that the sound effects were meant to be background music!

His most common — and most offensive — criticisms concerned the behaviour of the *Alien*. That's not the *Alien* he's describing, though — he has in fact been locked in mortal struggle with his own movement cursor!

I can hardly believe that anyone could fail so totally to comprehend the game — even if a person is foolish enough not to read the instructions first, I would have thought that even the most meagre share of common sense would have been enough to let them achieve **some** response from the game.

In view of the powerful influence a review exerts on the success of a game, *C&VG* should make it their job to see that reviews are objective and contain constructive criticism — reviewers should be made to justify the comments that they make, particularly when expressing strong opinions.

I do not think that *C&VG* could have been entirely unaware of the malicious unfairness of the *Alien* review when they chose to print it — they certainly shouldn't be unaware any longer — so, while the damage to *Alien* has already been done, I ask you to make some amends by publicly acknowledging that the review was grossly unjust.
Paul Clansey,
Waterloo,
Liverpool.

Editor's reply: Reviews are an extremely personal thing — but we do attempt to give every **game we look at a fair chance. Two people actually looked at the game for us — and I felt that this gave *Alien* that chance. However several of our readers also disliked the review — and liked the game — so we've printed their views below. Here at *C&VG* we're always willing to reflect both points of view.**

THE GREAT ALIEN CONTROVERSY — 2

Dear Sir,
I was disgusted and appalled to read your review of Mind Games' *Alien* for the Commodore 64 in your issue of February 1985.

It is patently obvious that your reviewer has failed to read and understand the game instructions properly. Having misunderstood the principles and become confused as a result, his distastefully-toned review has been vetted, accepted and published by your editorial staff.

I have a copy of this game. It is original and ingenious. I have no problem with moving the characters, nor do I consider that the graphics deserve the criticism given. It is not my favourite game, but it is very good and, well worth the price. I also have Mind Games' *American Football*, probably the most accurate and carefully programmed strategy game on the UK market for any computer.

Your ill-considered review could cost a reputable company a small fortune in sales.

Quite frankly, if I were Mind Games I would expect a prominent printed aplogy in your next issue — at the very least.

If I were you, I should take more care to ensure that such extreme reviews are subjected to a second opinion.

For myself, I may just invest future 85ps in Mind Games' products rather than continue my previous two years' subscription to your magazine — unless of course, you now reconsider and review the program in question both thoroughly and fairly.
Mr P.R. Borland,
Leigh-on-Sea,
Essex.

Editor's reply: Sorry you were disappointed with our review, Mr Borland. However, a good deal of thought and consideration is given to each one, and this was no exception. Remember that a review is one person's opinion — nothing more, nothing less — and we aim to give an honest assessment of everything that appears in the review pages.

PROGRAMMER'S PLEA FOR HELP

Dear Sir,
I have been reading your magazine for about a year, or so. I think that it is the best publication — but I do have one small complaint.

Many programmers have

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little or no knowledge of games writing, so I thought that your magazine should have a programming tips page, for all computers, teaching and answering readers' queries. This is the only column that your magazine lacks.

Please take this into consideration as many of us programmers don't really understand the mumbo-jumbo that we're typing in.

Darren Michael,
Palmers Green,
London.

Editor's reply: Funny you should say that, Darren. Keep watching this space for the regular feature you've asked for — coming soon!

MYSTERY OF THE MISSING GAME

Dear Sir,
In July 1984 I sent a cassette tape and documentation of a game to you for consideration for publication in *Computer & Video Games.* The game was called Wolf Legion, and ran on a 48 or 16k ZX Spectrum. You sent me a postcard acknowledging receipt of the game. Since that time, I have heard nothing at all from you.

Paul O'Brien,
Andover,
Hants.

Editor's reply: Sorry for the delay, Paul, but we do receive hundreds of tapes each week — and each of them are tried and tested by our team of reviewers. If they like your game, it goes into our "to be published" file — and you should see it in the magazine in due course. However, I'm afraid we can't return your tapes to you.

HAVE THE BUGS BEEN SQUASHED?

Dear Sir,
When I received my December issue of *C&VG,* a little late as usual since I live in Spain, I noticed at once that the magazine didn't feel right. It just wasn't the old *C&VG* I know. A couple of days later, I realized the terrible fact — there was no Bugs page!

Also, although far less important, the number of games listings had dropped from the usual seven or eight to just four. I didn't write until now, hoping that the omission was only to be in that issue, but then the January one was the same!

Have you gone mad? I'm not saying that everybody buys your magazine just for the sake of the Bugs cartoon, but it does add that little something that helps propel *C&VG* to the number one position amongst computer and games mags. I wouldn't be surprised if you had already experienced some decrease in sales. Get those Bugs back as soon as you can!

Also, what happened to the program entry form? I'm thinking of sending in a program. Can I send it without the form?

Do you know the meaning of the strange fish and dagger graphic that appears when you complete *Manic Miner* without the cheating code? Or is it just Matthew Smith trying to mystify us all?

Dugan Porter,
Spain.

Editor's reply: We're giving the Bugs a rest for a while, Dugan, but watch out for our new comic strip — starting very shortly! If you look back through your back issues, you are sure to find a software form.

IS IT A BIRD? IS IT A PLANE?

Dear Sir,
I've received the *C&VG* December issue and I'm surprised at what Keith Campbell actually looks like. I thought he would look overbearing, wear robes and have a beard. Instead, I discovered that he looks like that mild mannered reporter famous in comics and three movies.

Unfortunately, the picture hid part of Paul Coppins face. Could you send me pictures of Keith, Paul and Simon? They may give me inspiration in sticky parts of an Adventure, and give me something to vent my frustrations on!

Soh Kam Yung,
Kuala Kangsar,
Perak,
West Malaysia.

Keith Campbell replies: It's surprising what we journalists get up to in our spare time, Soh! Didn't you notice that my initials are C.K. in reverse? That's not just coincidence! As for the lower half of Paul's features, we were thinking of running a competition for a drawing of the best likeness, but instead decided to give you a whole collection of photos (see Orc Busters) to throw darts at!

FILM FANTASY FEEDBACK

Dear Sir,
I have just finished reading the excellent November edition of your magazine (great way to start, eh?)

But now on to the serious side of this letter. The reason why I decided to write this letter was because I read your *Film Fantasy* article — and you wanted our (the readers) options on the films. In particular, I am going to pick on your review of *Gremlins.* Your review totally ripped it apart — a fate it doesn't deserve. You state that it is bloodthirsty and sadistic. You also state that it shouldn't have been a "15", but an "X" rated film

What absolute baloney! To compare *Gremlins* with such "X" rated material as *The Thing* and *The Evil Dead* is madness. *Gremlins* is like *Snow White* compared to those two films. In fact, the only scene in *Gremlins* which was anywhere near scary was the final melting scene of the Gremlin.

Even this, though, was very funny. The only reason for you to hold your stomach was through laughter.

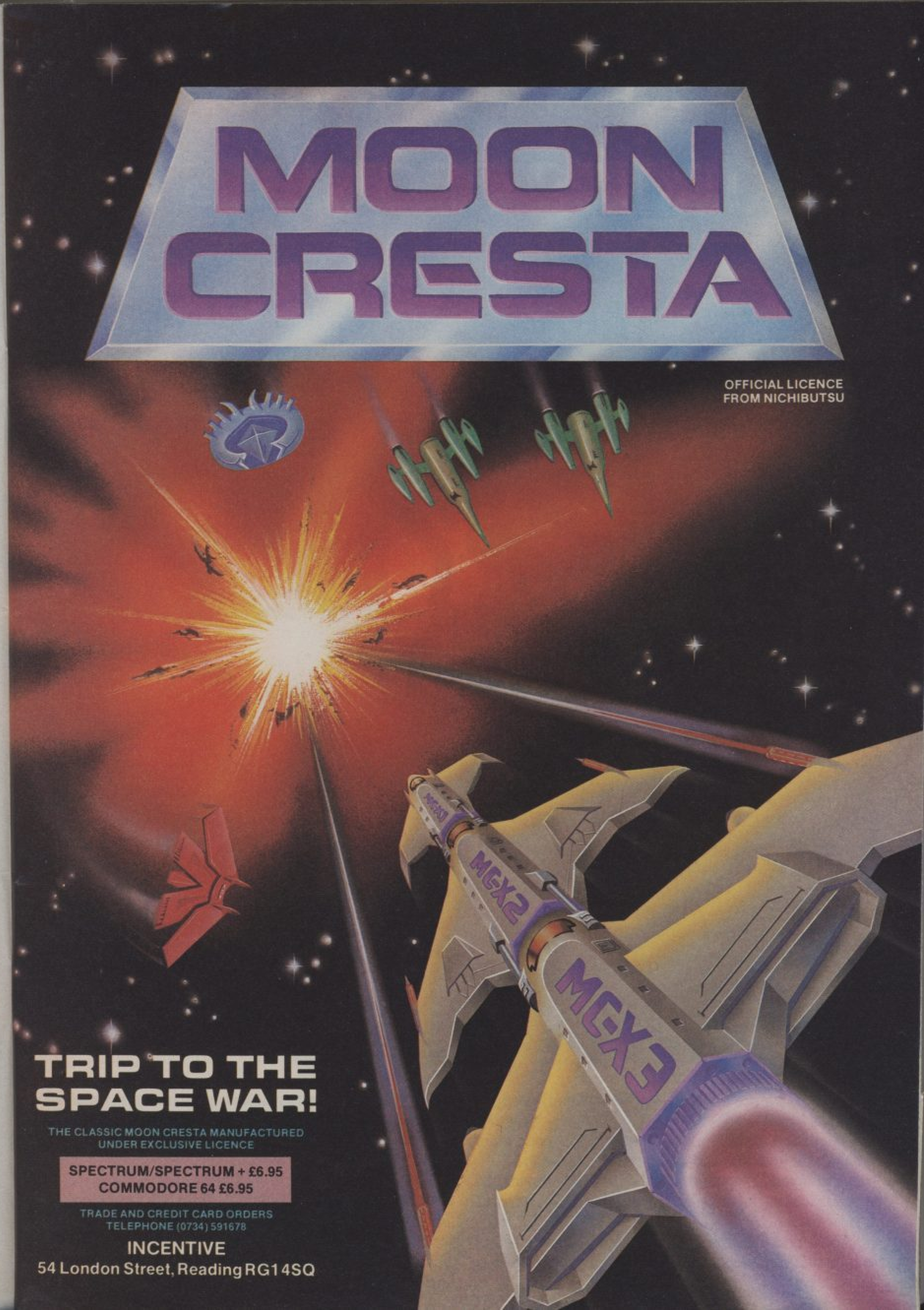
The Bar scene in particular was one of the funniest things ever to be seen on celluloid.

And finally, the part about catapulting old ladies through windows. It should be said that the old lady wasn't your normal sweet innocent person. She was the villainess of the film, whose only interest was in selling off all the town's real estate to the highest bidder.

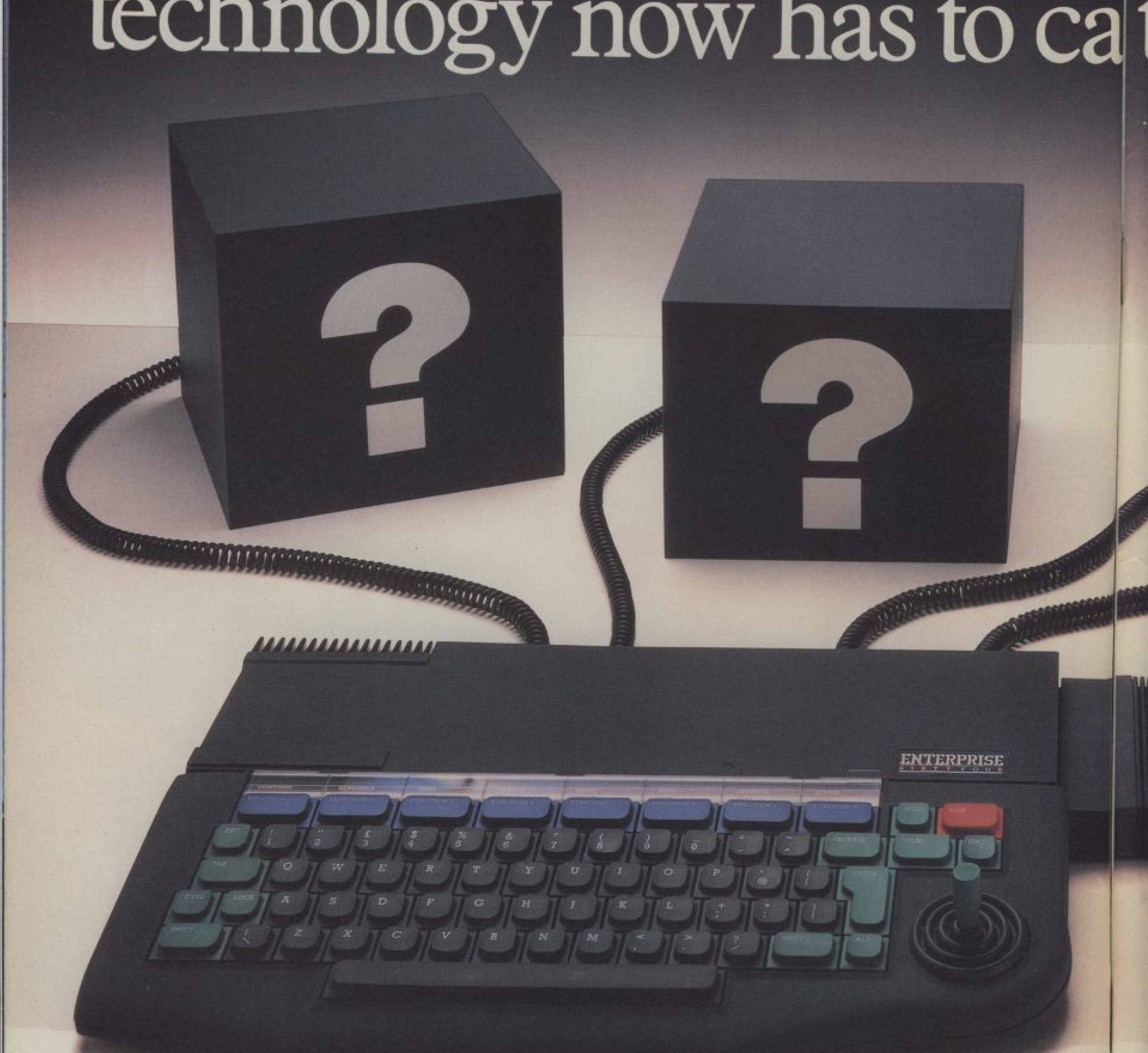
Right, now I've got that out of my system, I can say that it was the only thing wrong with that edition.

Mark Eldridge,
Laindon,
Essex.

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The way we see it, technology has suddenly got quite a race on its hands.

There's no other home computer in the world that's so expandable or so updatable as the new Enterprise 64.

And if you're wondering quite how we've managed that, kindly take a closer look at the outputs on our remarkable new machine.

You'll notice that amongst all the usual sockets and terminals, we've gone and incorporated a special 66-way expansion port.

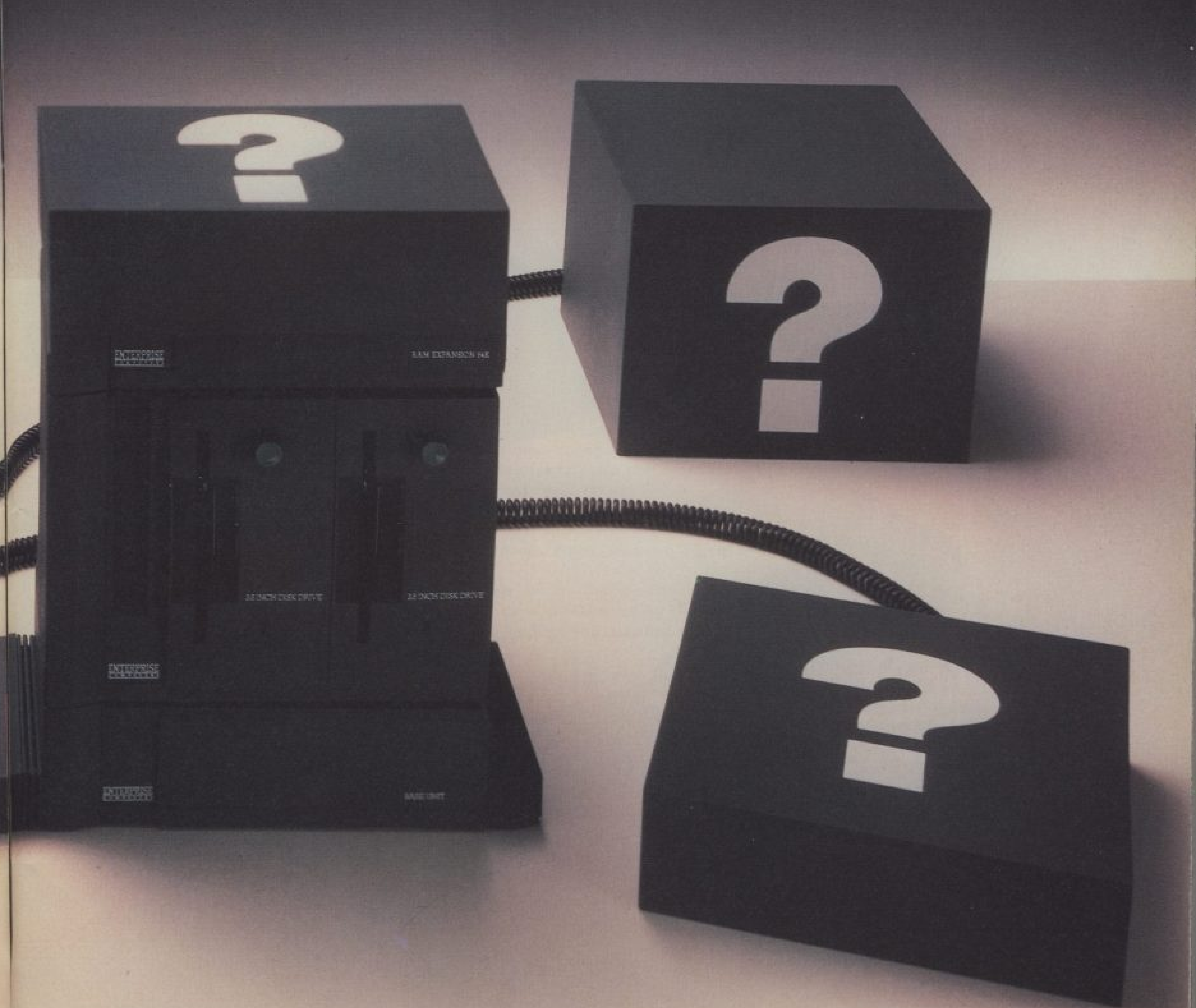
This will accept a whole range of new peripherals that are in the pipeline. Including those that are a mere twinkle in the eyes of our hardware designers.

We thought this expandability principle was such a good idea, we applied it to the Enterprise's memory, too.

Even in its most basic 64K form, this puts more user RAM at your disposal than almost any other competitor.

But plug in our special Rampacks to the base unit, and you can progressively increase that figure to a truly extraordinary 3,900K.

ching up with technology, atch up with a computer.



Not that that's the only challenge we present to today's ambitious programmers.

With a screen resolution of up to 672 x 512 pixels, 256 colours and a high speed video processor, the Enterprise will outgun all but the highest quality TV monitors.

And the sophisticated sound chip generates no fewer than 4 voices across 8 octaves in full stereo.

Combine the two and you can create effects that leave today's games looking like pub video tennis of the mid-seventies.

For anyone with literary aspirations, the Enterprise also comes complete with an integrated word processor.

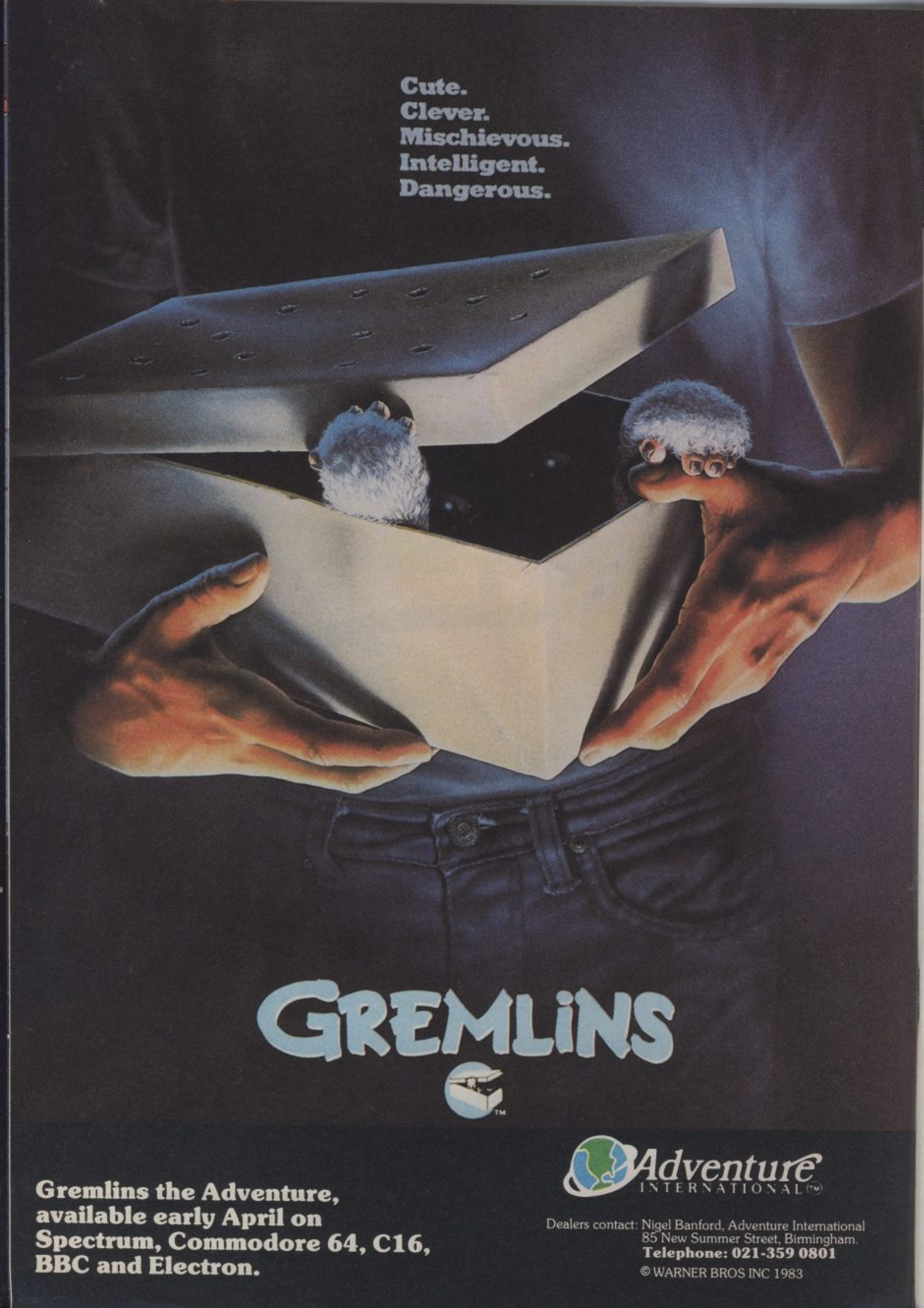
Whilst the really serious user will be delighted to discover analogue RGB and TV outputs, as well as parallel, RS423 serial and network ports.

Both Cobol and 'C' will be available with CP/M running, and you can even use Lisp, Forth and Z80 assembly language on cartridge without encroaching on user RAM.

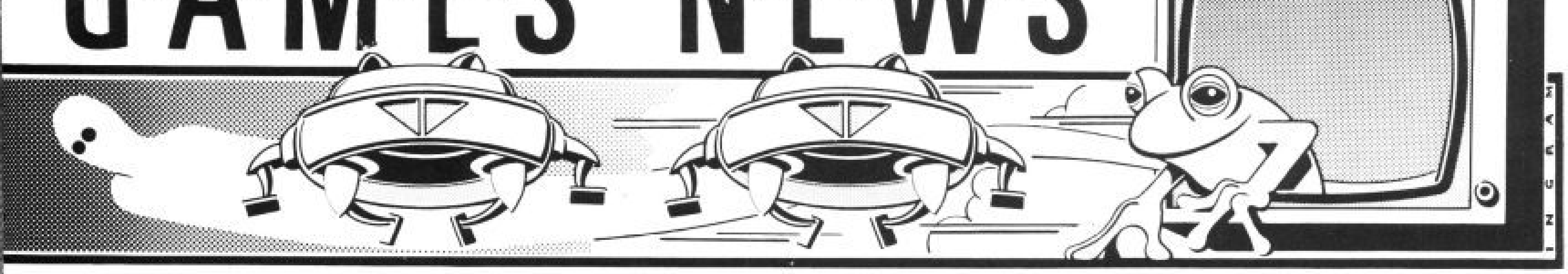
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G·A·M·E·S N·E·W·S



SOFT AID



Soft Aid, a pack of ten best selling games from companies such as Quicksilva and Ocean, is selling for £2.99 and all proceeds will go to Ethiopia.

The idea was started by Quicksilva's Rod Cousens, who hopes Band Aid's Bob Geldof will give his backing to the venture.

Soft Aid will run on the Spectrum and Commodore 64 and Rod Cousens hopes sales will raise over £100,000 with Micro Dealer distributing.

Lastly, cast your mind back to last month's *C&VG*. We, in conjunction with Computer Trade Weekly (CTW), are continuing to appeal for money for the crisis in central Africa, and cheques should be made payble to the C&VG Central Africa Appeal.



CHALLENGE WINNERS

Stunt superstar Eddie Kidd congratulates the two two lucky winners of his Jump Challenge competition. The contest, sponsored by Software Communications, the people behind the *Eddie Kidd Jump Challenge* game released for a whole bunch of top home computers last year, challenged games players to leap the most cars from the safety of their arm-chair!

Craig Billington, left, from Birkenhead jumped 25 cars on his Spectrum while Jason Ellis, from Dunton Green, right, cleared 33 cars on his BBC!

Their efforts won both Craig and Jason Toshiba MXS machines — presented by the man who holds the world record for leaping cars for real, Eddie Kidd.



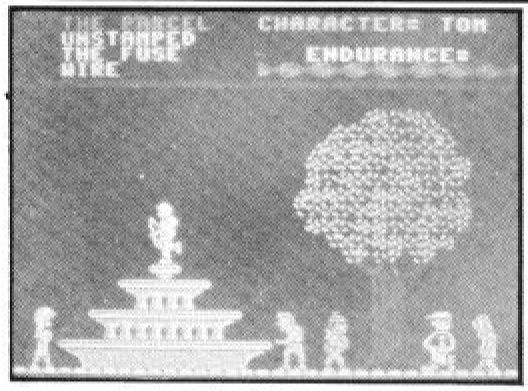
AVALON — THE SEQUEL

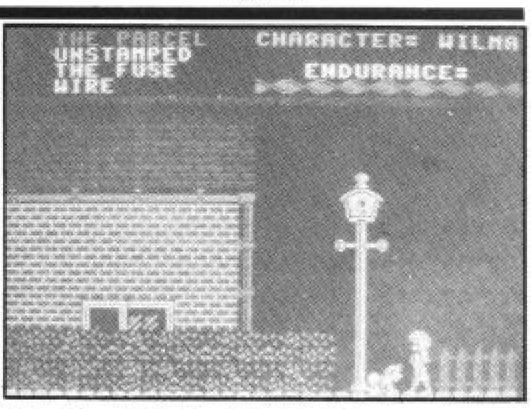
What is a Dragontorc? What do you mean you don't know! Come on — you'll need to brush up on your history if you want to play the long awaited sequel to *Avalon* from Hewson Consultant's top programmer Steve Turner.

Called *The Dragontorc of Avalon*, the game stars Maroc the Mage in another mysterious arcade/adventure set in the Dark Ages.

This time our hero, Maroc the Mage, is out to discover the five crowns of Britain, destroy Morag the Shape-Shifter, Witch Queen of the North, and free that most famous of all magicians, Merlin, from her evil enchantments.

But what is a Dragontorc? Well, a torc is apparently an item of jewellery which ancient Britons used to use to pin their cloaks together.





EVERYONE'S A WALLY!

Wally Week, the star of such great games as Automania and Pyjamarama, has introduced his family for the first time in his new adventure — entitled *Everyone's a Wally!*

Micro-Gen, the creators of *Wally*, say that this game is every bit as good as *Pyjamarama* — but with even better graphics. And it features a unique multi-role play — you choose which of the five characters in the game you wish to control.

Spectrum, Amstrad and C64 versions will all cost £9.95.

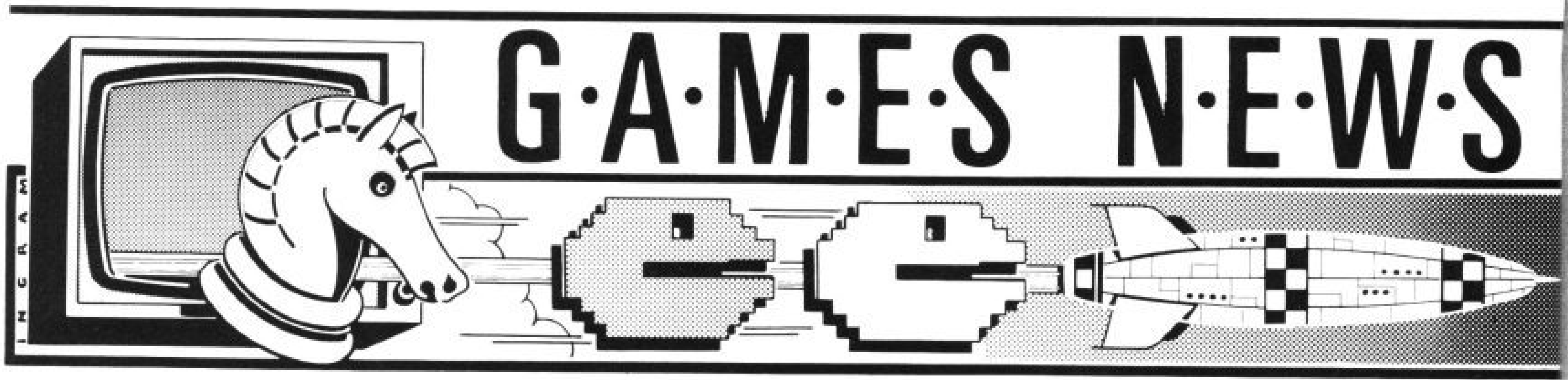
I·N·B·R·I·E·F

- Latest releases from Ocean are *Hunchback II — Quasimodo's Revenge* for the CBM 64 and Spectrum, prices £7.95 and £6.95 respectively. Also for the Spectrum is *Match Day* at £7.95, and *Kong Strikes Back* at £6.95. This is also on the CBM 64 at £7.95
- Fans of the Rocky Horror Show will be catered for later this year when a game based on the famous production comes out. Surprises are guaranteed for all by CRL and Richard O'Brien, who are being held responsible for this development.
- Two Level 9 adventures, *Emerald Isle* (watch for review next issue) and *Prince of Magir* are due out now, but you'll have to wait for the final part of the Silicon Dream trilogy, called *Worm in Paradise* — due out at Easter. These will run on most popular home micros including MSX.
- Scott Adams Adventures are on the way for the Amstrad, MSX, Commodore 16 and Atari XL range, thanks to Adventure International.
- Following the demise of Camputers, Anston Technology has taken over the Lynx range of products and can be reached on 0223 62026.
- All Currah speech synthesis products will now be sold by Welwyn Electronics on 0670 822181.
- New goodies for the CBM 64 include Palace Software's *Valkyrie 17*, £9.99 and CRL's *Glider Race*, a £9.95 flight simulator, while new Spectrum games are *Underworld — The Village*, from Orpheus at £4.95 and *The Rocky Horror Show*, £9.95 from CRL. Richard Shepherd's *Ski Star 2000* runs on both and is £7.95.
- BBC owners who like chasing up ladders with a sword, chasing trolls and entering competitions — this could be for you.

  Castle Quest was launched in a blaze of glory by Micropower last month, but will take a large bite out of your pocket at £12.95 for a tape or £14.95 for the disc. However, one consolation is the competition they're offering — £500 for the person who gets the highest score on the game before June 30.

  The game uses something called the MP4 Xcrollerama system and is supposed to encourage "creative thinking". If that wasn't enough, Micropower is even offering a whole £1 to anyone who can crack the program within three months of buying it — any offers?
- A follow-up to Ocean's chart topping game, called *Daley Thompson's Super Test* will be launched in May. It will feature ten of Daley's favourite Olympic events including cycling, swimming, canoeing and clay-pigeon shooting. *Daley Thompson's Super Test* will be released initially for the Spectrum (£6.95) and Commodore (£7.95) — Atari and Amstrad versions are also planned. Royalties from the sale of the game will go to the British Amateur Athletic Board.
- Commodore has announced the availability of 18 new software titles on cassette, cartridge and disc for the Commodore 16 and Plus/4.

  Prices range from £5.99 for cassette-based software to £11.99 for cartridge and disc-based programs.



HOBBIT HOUSE

A spokeswoman for Addison Wesley at the CES show said that they have obtained the rights to market software for J R Tolkien's *Hobbit* in the US and will be selling Melbourne House's version from this summer.

The Hobbit was initially launched in 1982 but, due to legal technicalities, it was never launched in the States despite the huge popularity in Britain.

Addison Wesley will be selling the Commodore 64 version this summer and are also working on an Apple II version. Apple II is still the best games machine in the United States.

MONTY SOFT!

Mastertronic is going to invade the United States. That's official. They have announced a range of arcade games on disc for the Commodore 64 at the Winter Consumer Electronics show in Las Vegas. The price is set at $9.99 which is expensive by British standards but in the United States it is seen as a major price breakthrough for computer software. In the US most games were sold for around $25.

The first 10 games to be launched in the US include *Chiller* (with Michael Jackson's *Thriller* removed) and Monty Python's *The Quest for the Holy Grail*. They also have the rights to distribute Mirrorsoft's programs such as *Games Creator*. It's nice to see some British companies doing well.

SHERLOCK USA

British Sherlock Holmes fans will be shocked to hear that there is another computer Adventure game released by Bantam/Imagic. Sherlock Holmes in *Another Bow* is the second title in Bantam and Imagic's joint venture in the living literature series.

The Adventure is not based on any of the 50 odd Conan Doyle classics but based on a new story by Bantam Books. In there news release, they say "The software gives players an opportunity to join the legendary master of detective fiction and his comrade, Dr Watson, for an adventure aboard the *SS Destiny* after the close of World War II". "In this meticulously researched adventure-mystery" claims Imagic/Bantam "the player moves about as Holmes, with Watson beside him, trying to solve baffling mysteries at every turn.

SUSPECT SCOOP!

Infocom of *Zork* game is bringing out a new game called *Suspect* in which you play a newspaper reporter caught up in a murder at an elegant masquerade ball. *Suspect* is a fully interactive detective program on the same lines as their previous detective game, *Deadline*, but this time round you must prove your innocence as well as who dunnit.

Infocom's party at the CES show was a lavish affair. A troop of actors staged a mock murder and guests were invited to solve the mystery.

MORE MUSIC

The current trend in software in this country is towards music composition programs. Companies such as Sight & Sound and Broderbund have new music software. However, only the well known software houses survived the 1984 shake out.

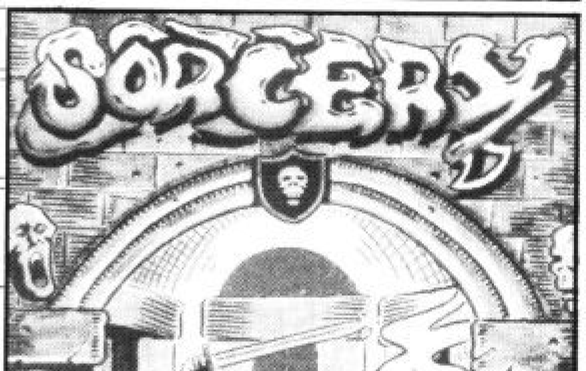
Most arcade games that are still selling are conversions from the coin-op machines. The platform games so popular in the UK are non existent in the US today.

DESIGNER OF THE MONTH

NAME: Dave Chapman

BORN: South Shields, Tyne and Wear, 1965

GAMES: Sorcery, Sam Spade



Dave Chapman was born and grew up in South Shields. Unfortunately, Dave, like so many other young people in the depressed north east of England, was unable to find a job for several months in his home town.

After touting his talents around several software companies in the North he eventually came to London to work for Virgin Games.

Dave first encountered a computer during his last two years at school and says of Commodore's old series of Pet Computers: "They are the best computers ever built." The first computer he bought was a Sinclair Spectrum, on which he learnt to program. And Dave says, quite modestly: "Learning machine code is quite easy if you try to learn it in the right way — by starting on small simple programs and then moving onto bigger things."

He is happy about the way his latest creation, *Sorcery*, has turned out, although he admits he would have liked to include several more complex additions he had in mind which, because of memory constraints, weren't possible.

Favourite Food: Baked potatoes.
Favourite Drink: Lager.
Favourite TV Programme: I don't really have one.
Favourite Computer Game: Knight Lore
Pets: None.
Countries visited: Scotland.
Favourite Pop Group: Big Country
Ambitions: To own my own software house some day.
The one thing about computing that makes me want to throw up: Companies who release games full of bugs. They can't be bothered to test games.



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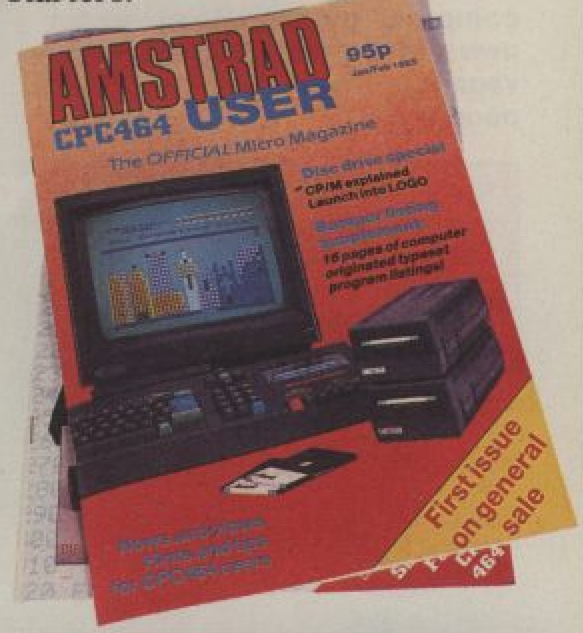
Our CPC 464 User Club is a must for all owners.

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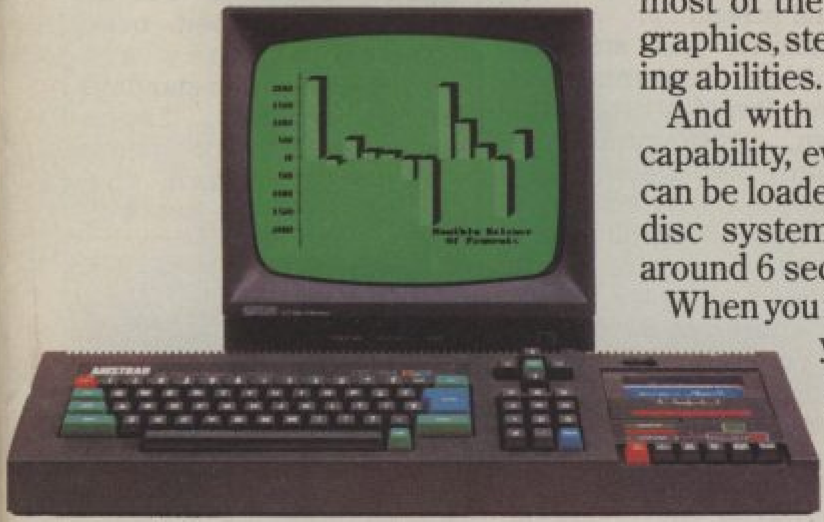


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CPC 464 green screen VDU (GT64)

Here are the others.

The CPC 464 comes complete with its own colour monitor or green screen VDU and built-in cassette data recorder. (Optional disc drives are now available with CP/M* and DR. LOGO* supplied as standard.)

It has a typewriter-style keyboard and numeric keypad. 64K of RAM, 32K of ROM and a very fast extended BASIC with real time features.

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CVG 4/85

H·O·T G·O·S·S·I·P



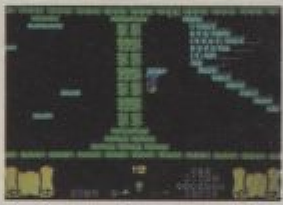
Will you please welcome that ace software spy, TONY TAKOUSHI, to the pages of *C&VG*. Each issue from now on Tony will be bringing you exclusive sneak previews of the hottest games around plus a bit of games gossip from the weird and wonderful world of computer games. Read on for news of a great graphic extravaganza from the *Evil Dead* people . . .

Hearken Witches Everywhere,
Take the challenge if you dare,
Tomorrow night 'tis Halloween,
When only one shall be Witch-Queen.

Six ingredients thou must take,
And in the cauldron boil and bake,
Juice of toad, eye of newt, wing of bat
And Hemlock root.

Mouldy piece of splintered bone
Found from deep in musty tomb,
Molten lava, cooled awhile taken from
The smoking isle.

Then the spell shall be at hand,
To rid the Pumpkin from the land.







A mysterious opening to an intriguing new arcade-adventure, called *Cauldron*, from Palace Software, the people who brought you the controversial *Evil Dead*.

In *Cauldron* you take the part of a witch trying to rid your world from the Pumpkins.

To do this a cauldron must be filled with the right ingredients. These ingredients are scattered around your world, so you have to travel across oceans, forests and into the bowels of the earth to discover their location.

As you recover each ingredient you must take it back to the cottage you started from.

But your task is not as easy as it sounds as the ingredients have to be retrieved in a certain way and they are situated a long, long way from your cottage.

There are over 20 alien nasties trying to destroy you, all capable of venomous attacks! You are given four lives to start with, with another possible five to be picked up along the way — believe me you'll be needing them! As you are attacked, your magical strength decreases and a life is lost if you hit zero per cent.

You can fly around your planet — it has one continent and two volcanic islands — or you can travel about by simply walking through some of the coloured doors situated at strategic locations on the planet's surface.

To use the door as an exit to the labyrinth below, you must first pick up keys defended by those ever present ghouls who just don't want to stay away.

To ward off their advances, you can cast spells at them but this costs you one per cent of your magic for each spell thrown, so use them wisely.

Below the surface there are three main sections. The Lava Caverns, The Plant Rooms and The Crypt. I don't intend to spoil those little surprises for you but there are some really sneaky touches!

When you have all the ingredients, you can steady yourself for the final three screens where you face devilishly evil Munchkins intend on stopping you reaching their Daddy Munchkin on that third crucial screen . . .

Cauldron has stunning graphics designed by *White Dwarf* artist, Steve Brown, programmed by Richard *"Evil Dead"* Leinfellner, with suitable measures of zapping and strategy to ensure many devoted hours play before it is mastered by 64 owners.

If you enjoy quality arcade-adventures then this is recommended. All you mega-zappers with blood lust should take a peek too — you could be pleasantly surprised!

The game will be available on cassette for the Commodore 64 and the Spectrum priced at £7.99.

A lot of people have been very frustrated looking for Commodore C16 software. There is some about but it is generally very poor. A call to Commodore soon brightened up my day.

Commodore have just released some quality conversions from titles on the 64 format, pick of the bunch being *Jack Attack* (cartridge, £10), *Fire Ant*, *Purple Turtles* and *Mayhem* which are available on cassette priced at £5.99.

In coming months I will be bringing you exclusive reviews of games about to be released in the UK from top software houses. They will cover a broad range of micros and they will always be the very best of what is about to be released.

Next issue I'll be previewing a game with some of the fastest 3D graphics ever seen on a micro. You have to see it to believe it!

A lot of people tend to shop in the big retail outlets like Boots and W.H. Smith for their software these days.

However the coming of the chain stores has not been all good. Certain games have been overlooked as they are considered as sub-standard or below par. These include such "poor" games as *Boulderdash* and *Ancipital* to name but two.

With the recent announcement that US Gold will be marketing *Pole Position*, *Mr Do*, *Dig-Dug* and *Pacman* for the 64, I wondered how much of the original stocks Atari still held of those titles?

Atari tell me the whole case is currently being decided in the American courts and no comment can be made. Watch this space.

A Mole called Monty tells me that Tony Crowther (he of *Monty Mole*, *Black Thunder*, *Son of Blagger*, *Gryphon* et al) has gone potty and dyed his hair yellow!! But WHY?

"I just felt like doing it. My girlfriend will murder me!!"


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"'Tower' is a classic... It refines the traditional adventure to perfection." - Popular Computing Weekly
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Dear Bughunter...

Dear BH,
Please can you tell me if there are any graphical Adventures available for the BBC? Many of the popular Adventures are text only.
Richard Russum

As you know, the Beeb only has 32k of memory in which to store programs. Drawing pictures takes up a lot of space in the program and using the high resolution screen takes up even more. So, until the new Beeb with more memory comes along, there will be very few good graphical Adventures for the machine. *The Hobbit*, as you know, is text only although it has full graphics on the Spectrum.

One program worth buying is *Underwurlde*, though. This has all the graphics of the Spectrum original.

Dear BH,
I am writing to ask you if you could give me a list of the modems available for the Spectrum and approximate prices.
Gavin Walsh

To get into Micronet and Prestel, you'll need either a VTX 5000 modem from Prism or the acoustic modem from Protek.

The Prism version costs £70 and plugs into the user port on the Spectrum (16k or 48k). All the software is built in. So you just turn on your Spectrum and a menu appears. You press one button for Micronet and another if you want to use the Spectrum as normal.

The Protek modem is an acoustic coupler. This means that, instead of plugging the modem straight into a phone socket, as is the case with the VTX 5000, you plug the telephone handset into the coupler. This coupler is battery operated and comes with software on cassette.

However, the quality of the software leaves a lot to be desired and I'd recommend that you go for a VTX 5000.

If it's 300 baud bulletin boards that you want to contact, you'll need a full RS232 interface on your computer. The one on the Interface 1 isn't good enough. Then, any modem will connect to the interface. Once again, you'll have to buy some special software on cassette.

Dear BH,
I hope that you can help me with my problem. I wish to write a very short program which will predict a future event from a list of possibilities. One of four choices would be selected at random, with each being used only once. I can't seem to generate a random choice. Can you help?
PJ Bradley

What you're after, Mr Bradley, is a way of picking things from a list at random without repetitions. The long way round this problem is to keep a record of which ones have been picked. Then, after a random number is generated, check to make sure that that number hasn't been used before. There is a quicker way, though. Just imagine that the list of events is a pack of cards that we want to deal from. The way we'd handle the cards is to shuffle them first. Then, just take the top card from the pack each time we need one.

So, back to your problem. First, store all the possibilities in an array numbered, perhaps, A(1) to A(10). Then use a FOR-NEXT loop and an RND statement to shuffle the array. Go through the loop a few hundred times. Each time, generate a random number between 0 and 1. If the number is 0.5 or less, swap a couple of elements of the array. After the loop has finished, the array will be totally shuffled. Then, just pull off the elements in order. You'll find that they are totally random and that you won't get any repetitions. Hope this helps.

Dear BH,
I am writing to ask whether it is possible to insert the TV aerial lead from a computer into the back of a video recorder so that a game can be played and recorded at the same time.
Mark Laing

Yes, Mark. Normally, the TV aerial goes into the back of the video recorder, and the recorder is then connected to the TV. Pull out the TV aerial lead and plug the lead from the computer into the back of the video.

You can now play your favourite game and watch it as normal on the TV.

Dear BH,
I am thinking of buying a disc drive for use with my Commodore 64. But the Commodore drive is so slow. Is there another one I can buy and how much is it?
Andrew Wood

The Commodore 1541 disc drive is slow. Even Commodore admit that — which is why they almost brought out the 1542 to replace it. But high production costs mean that no 1542s will arrive over here. The 1541 drive is actually slower than turbo-loaded cassettes! Ram Electronics may have come up with the answer, though. They have a cartridge called the 1541 Express which speeds up loading and saving by around three times. The black box costs £50 and Ram are in Fleet, Hampshire.

Dear BH,
I have a Spectrum with Microdrive. I normally buy games on cassette and transfer them straight to Microdrive. Transferring BASIC games is OK, but I have problems with machine code.

It is easy enough to find the starting address, but is there a simple PEEK which will tell me how long a program is, or where it finishes?
Alan Harbour

When you load in a program, be it from cassette or Microdrive, the program first loads a header which tells the computer how long the program is, whether it is in BASIC or machine code and where the program starts. Also included is the auto-start line number for BASIC programs.

What you need is a program to read the header from a tape. This will then tell you the start address and length of the machine code, so that you can save it to Microdrive. However, long machine code programs can't be transferred to Microdrive directly as they take up some of the memory that the Microdrive system actually uses. The way round this is to load the program in two parts, or load it to a lower address to the place where it will actually run.

There are various header-reading routines around. Keep an eye out for an advert in the back of *C&VG*.



A Tony Crowther/Quicksilva Production
GRYPHON
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Actual screen shots
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THE DRAGONTORC OF AVALON

When sons of Troy did win this land
There lived a mighty king called Bran.
He carved a realm from shore to shore,
Strong in peace and feared in war.
But all things change. All men must die
As time and seasons pass us by.
So he summoned to his side
The Lords of Lore from far and wide
And bade they forge for his weak son
The Dragontorc of Avalon.

With utmost skill ne'er since displayed
The Dragontorc was wrought as bade
And when Bran's mighty soul did pass
To dwell within the Isle of Glass
A powerful force he gave his son:
The Dragontorc of Avalon.

Many years have passed since Maroc vanquished the Lord of Chaos from his earthly realm and freed the soul entombed within Avalon Wraithbane. The Rod of Power and the Servant Ring are his only reminders of his terrible encounter.

The fragile peace of Britain had been threatened by many dark forces ever since the last legions of Rome left to shore up their crumbling empire. Vortigern, Lord of the Five Kingdoms of Britain, struggled to hold his Lands united in the face of the onslaught of the barbarian nations sweeping across the North Sea from the troubled plains of Europe. In desperation he employed a Saxon army, recruited from the very forces of his enemies to guard his eastern shores of his besieged lands.

For several years the Saxons fiercely defended the British realm, but Morag the Shape-Shifter, Witch-Queen of the North, was twisting their hearts, weaving webs of treachery and deceit. At a great feast given by the Saxons for Vortigern and his warrior lords, the hosts turned and treacherously murdered the king and his followers. The night of the long knives threw the five kingdoms into turmoil and the Saxons prepared to conquer them each in turn.

Morag the Shape-Shifter cared not for Britons or Saxons. Her purpose was to recover the five crowns made for the legendary Dragontorc of Avalon so that she might remake the Torc of Power. She rejoiced when her evil plan succeeded in giving her



the first part, Vortigern's crown, the Crown of Dumnovia.

One night, not long after the night of the long knives, Maroc sat gazing into the glowing embers of his camp fire, hypnotised by the dancing patterns as the cold night wind fanned the ashes. As he watched, a strange numbness overcame him and he felt touched by some magical presence which faded away as quickly as it had come.

He started, thinking he had heard a voice, but no-one emerged from the gloom. He lay down to sleep but he was restless and could not settle, feeling as if someone or something were trying to break into his consciousness.

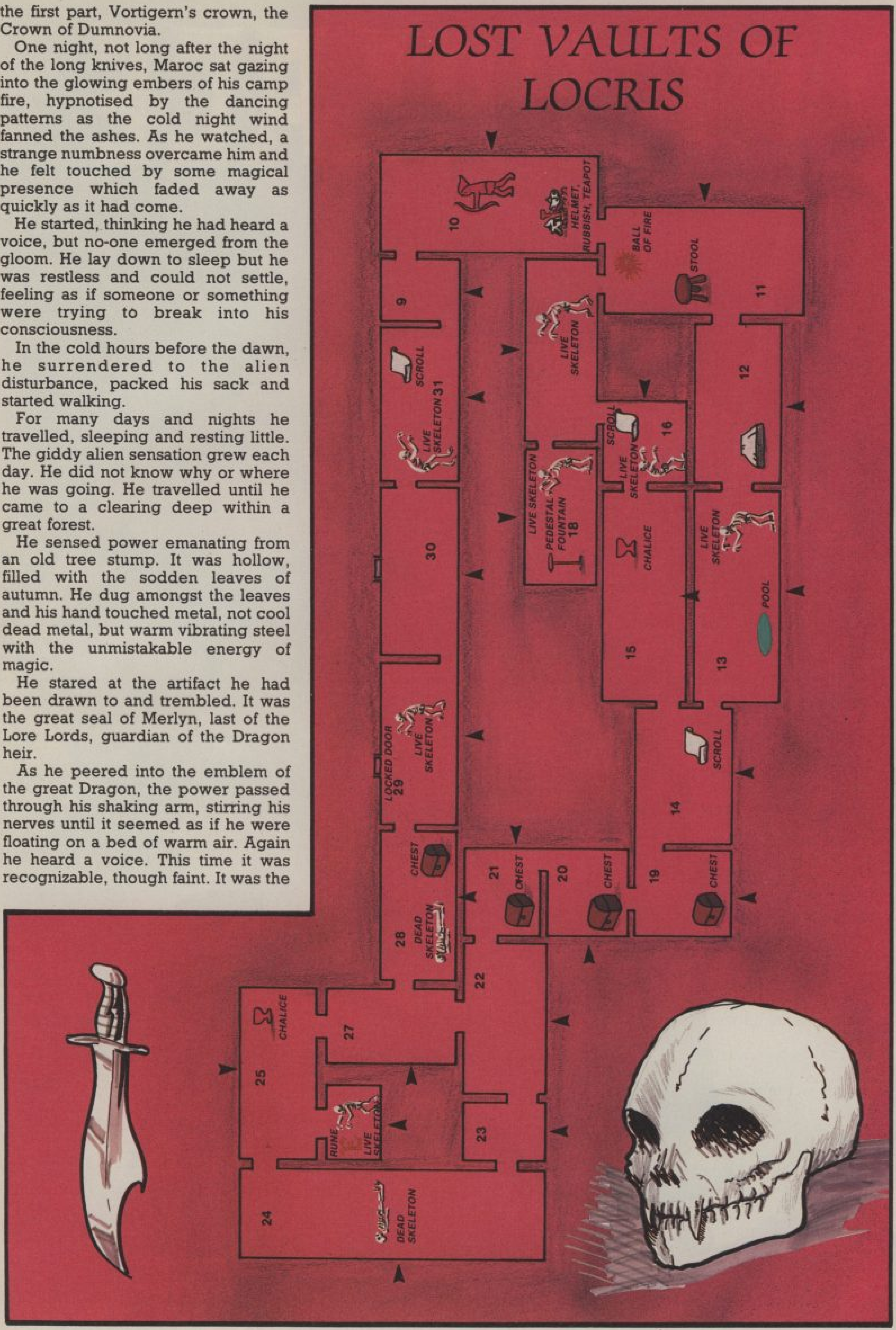
In the cold hours before the dawn, he surrendered to the alien disturbance, packed his sack and started walking.

For many days and nights he travelled, sleeping and resting little. The giddy alien sensation grew each day. He did not know why or where he was going. He travelled until he came to a clearing deep within a great forest.

He sensed power emanating from an old tree stump. It was hollow, filled with the sodden leaves of autumn. He dug amongst the leaves and his hand touched metal, not cool dead metal, but warm vibrating steel with the unmistakable energy of magic.

He stared at the artifact he had been drawn to and trembled. It was the great seal of Merlyn, last of the Lore Lords, guardian of the Dragon heir.

As he peered into the emblem of the great Dragon, the power passed through his shaking arm, stirring his nerves until it seemed as if he were floating on a bed of warm air. Again he heard a voice. This time it was recognizable, though faint. It was the



voice of Merlyn, his old tutor.

"Maroc, at last... you are the only one who can help me... listen..." He told Maroc the terrible deeds of Morag, concluding: "For many years I have been her prisoner."

Merlyn's voice was weak and his last words as it faded to a murmur were, "Seek the Ley Rod..."

Maroc could hear only the rustling of the leaves. He shivered, suddenly aware of the cold damp air. His knees weakened and he slumped to the ground. As he lay recovering, he wondered what lay before him...

THE GAME

The Dragontorc of Avalon features a new innovation in arcade adventures — called **Sensory Animation.** This means that the many characters you and Maroc discover along the way will react to how you deal with them. For instance, be nice to the elves and they will help Maroc in his quest — be nasty to them and you could end up in big trouble!

This is just one of the fascinations of *Dragontorc* — which includes many more Adventure elements than Avalon. *Dragontorc* is a much more complex game — definitely in the *Knight Lore* mould.

The graphics are also an improvement on *Avalon.* There are lots more nasty creatures to battle with — well drawn and animated. *Dragontorc* is a must for adventurers and arcade gamesters alike — well worth £7.95 and remember, you also get a chance to win that Amstrad!

THE COMPETITION

The Dragontorc of Avalon is Steve Turner's eagerly awaited sequel to last year's big arcade adventure, *Avalon.* It continues the adventures of ace wizard, Maroc the Mage, and his quest to find the magical five crowns of the ancient kingdoms of Britain and destroy evil Morag, the Shape-Shifter.

Computer & Video Games and Hewson Consultants are proud to announce a very special *Dragontorc* competition — with a very special first prize. The winner will get an Amstrad CPC 464 computer, complete with colour monitor!

What do you have to do to conjure up this amazing prize in your living room? Well, first you must recruit Maroc to your cause and get hold of *Dragontorc*!

Once you've got a copy of *The Dragontorc of Avalon,* we want you to play the game — and then look at the maps we've printed here. They represent Wispwood and the Lost Vaults of Locris, both important locations in the game.

We've included ten **DELIBERATE MISTAKES** in these two maps which we want you to discover. There are two types of mistake. Either the viewing arrow for a particular room points the wrong way, or there is an extra object shown on the map which is not present in the location in the actual game. The viewing arrow represents the way you "see" the room on screen.

But it's not as easy as that! Just to make things a little more interesting we have left out many objects from the map which are present in the game. These **DO NOT** count as mistakes.

When you've found all the errors in the *C&VG* maps fill in the competition coupon and send it to *Computer & Video Games,* Dragontorc Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Normal *C&VG* competition rules apply and the editor's decision is final. Closing date for the competition is April 16th — so get cracking!

Fifty runners up will be able to choose copies of Hewson Consultants' other hit games as consolation prizes. The games are *Avalon, Technician Ted* and *Heathrow Air Traffic Control,* available for a wide range of machines.

Don't forget to tell us which computer you own — if any — and which of the three games you'd like on the competition form.

C&VG/HEWSON CONSULTANTS DRAGONTORC COMPETITION

The differences I've spotted are:

1) Room number.......................................Extra object is.......................................or viewing arrow wrong*

2) Room number.......................................Extra object is.......................................or viewing arrow wrong*

3) Room number.......................................Extra object is.......................................or viewing arrow wrong*

4) Room number.......................................Extra object is.......................................or viewing arrow wrong*

5) Room number.......................................Extra object is.......................................or viewing arrow wrong*

6) Room number.......................................Extra object is.......................................or viewing arrow wrong*

7) Room number.......................................Extra object is.......................................or viewing arrow wrong*

8) Room number.......................................Extra object is.......................................or viewing arrow wrong*

9) Room number.......................................Extra object is.......................................or viewing arrow wrong*

10) Room number.......................................Extra object is.......................................or viewing arrow wrong*

*Delete where applicable

Name..

Address..

....

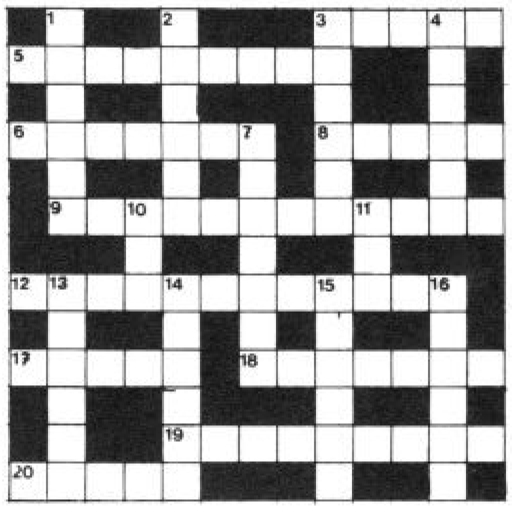
Computer I own:...

Consolation prize I would like: Technician Ted ☐ Avalon ☐ Air Traffic Control ☐ (Tick box).


CBS
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PITSTOP II™
EPYX

COMPETITION

CROSSWORD



CLUES — ACROSS

3. A high one gets entered in the Hall of Fame (5)
5. MARVELlous arachnid (9)
6. Hallucinations of French fighter-bombers? (7)
8. The pot in a gambling game (5)
9. Game, film and a hit single for Ray Parker Jnr. (12)
12. R and A as in RAM (6,6)
17. BASIC statement in writing (5)
18. Though tea is needed, it's essential for games of strategy (7)
19. It gets played in an amusement arcade (5,4)
20. Acornsoft game for "la crème de la crème" (5)

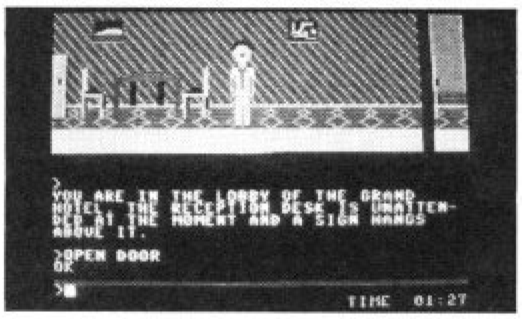
CLUES — DOWN

1. Espionage work (6)
2. Joins together two programs or files (6)
3. They take you down where ladders take you up (6)
4. Type of scan on a screen (6)
7. Story within a story — U-Boat conspiracy? (7)
10. Not exactly divisible by two (3)
11. Tournament match in which the losers are eliminated (3)
13. TV signal receiver (6)
14. Eight note interval (6)
15. The god of time (6)
16. Plan — often devious (6)

FEBRUARY'S SOLUTION



GRAND LARCENY



Grand Larceny is the latest in a series of joystick-controlled animated Adventure games from Melbourne House, the people behind *The Hobbit* and *Sherlock Holmes*.

Grand Larceny for the Commodore 64, has a James Bond espionage setting — and your task is to smuggle some top secret plans from a hotel deep inside a hostile country.

Enemy agents have stolen the plans and you have until midnight to recover them — and the agents will stop at nothing to get those plans out of the country!

Every location in the game is illustrated with 3D graphics. The characters are all animated and can be moved using a joystick or keyboard. You also use Adventure style commands to obtain more information. All this and a great soundtrack too!

So spy fans, slip on your shoulder holster, grab your dark glasses and attempt to crack our great *Grand Larceny* quiz. A copy of the game could be yours if you fill in the coupon and rush it to *Computer & Video Games*, Grand Larceny Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

THE QUESTIONS

1. Who was the author who created the James Bond character?
2. Name three James Bond films.
3. Which two actors are best known for playing the role of Bond in the movies?

Now crack this code and tell us the secret message! Here's a clue 1=A, 2=B . . .

20-8-5/6-21-14/3-15-13-16-21-20-5-18/-13-1-7-1-26-9-14-5/

MELBOURNE HOUSE/GRAND LARCENY COMPETITION

My answers are:

1 ....

2 ....

3 ....

The secret message is:......................

....

Name..

Address...

....

ON SAFARI

Ever been had? Well it appears *C&VG* has! Back in December we ran a competition based on a new joystick-controlled Adventure game called *African Safari* from a company called Interdisc. We offered 25 copies of the game as prizes — and many hundreds of our readers entered.

However when we came to ask Interdisc for the prizes, we just couldn't get in touch with them. Their phones just kept on ringing and ringing. No prizes appeared in the *C&VG* offices — and we were sitting around wondering just what to do.

Then those wonderful people at Melbourne House came to our rescue and offered to provide 25 copies of the first joystick-controlled Adventure game ever released, called *Zim Sala Bim*.

This game was actually written by the same programmer who developed *African Safari* and features many exciting innovations.

We'd like to thank Melbourne House for helping us out — and our 25 winners can be sure that they will be getting a high quality prize.

Meanwhile, if you like joystick Adventures, why not enter our great Melbourne House *Grand Larceny* competition which you'll find next door on this page.

R·E·V·I·E·W·S



Graphics: Are they really as mind-blowing as the adverts say they are? Does the screen scroll effectively? Do those aliens really leap out of the screen at you? This is how this category is judged

1 IMP. MISSION

MACHINE: CBM 64
SUPPLIER: CBS
PRICE: £11.95

Impossible Mission, CBS Software's latest release for the Commodore 64, is very aptly named — it's damn impossible to master, almost impossible to beat and it's absolutely impossible to turn it off.

Every computer has its "state of the art" game. The Spectrum has *Manic Miner* and *Knight Lore* and the BBC has *Elite*. Personally, up to now that is, I haven't seen a game originally written for the Commodore 64 which stands head and shoulders above the rest of the 64's software, but *Impossible Mission*, in my eyes, is simply one of the best computer games I have ever played.

The sound effects are outstanding. Realistic running and jumping noises are produced throughout the program and *Impossible Mission* also contains some of the most astonishing voice synthesis ever produced on a home computer. Commands from your enemy are clear — not at all tinny or muffled by hissing — and the screams from the characters when they die are spine-tinglingly lifelike.

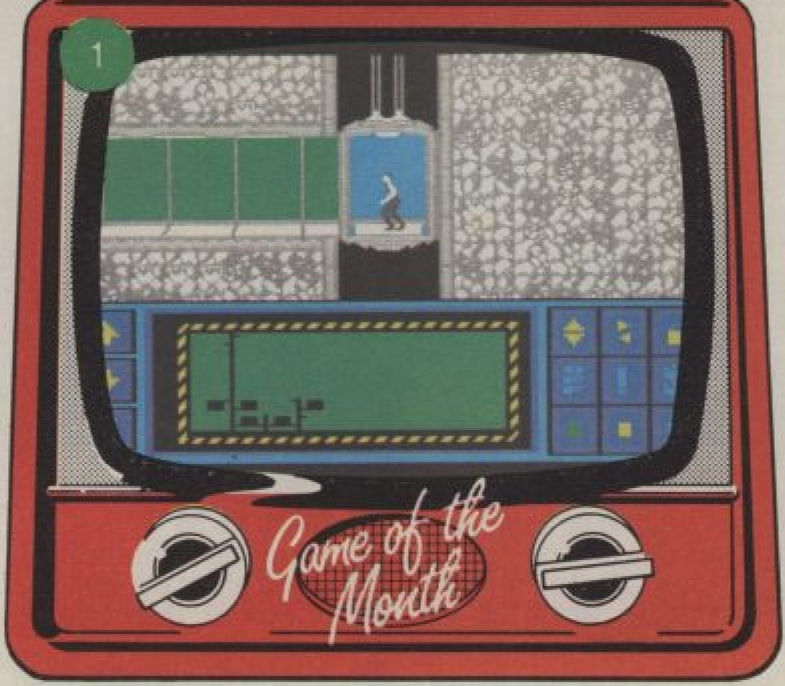
The graphics and animation are of the same high quality. The somersaults and gymnastic displays of the character you control will really show other software companies how their games should look and play.

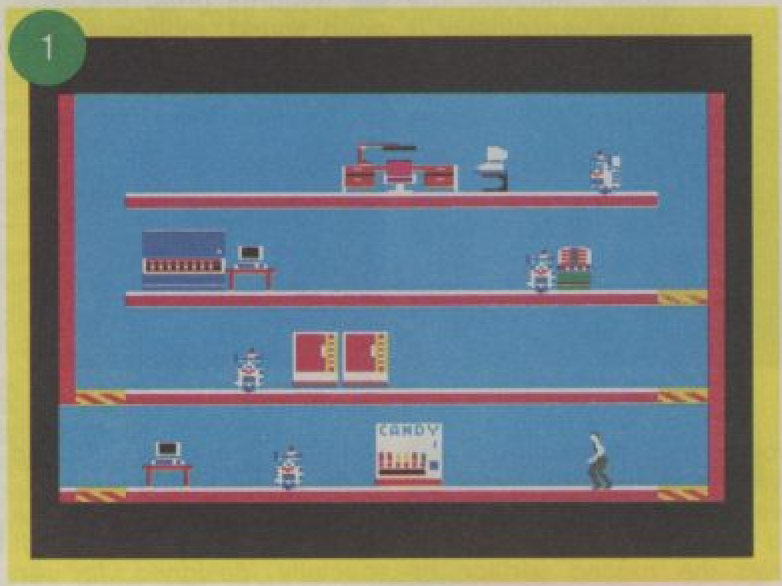
To beat the game, you must search through the underground fortress of a mad professor and shut down his computer which is only hours away from cracking the entry codes to all the military computer centres and starting a nuclear war.

But to stop the computer you must find the pieces to the electronic puzzles which are the only means of shutting down the computer's central mechanism.

Impossible Mission is one of the precious few games that any serious games player should have in his or her collection.

It would be a huge injustice if this game didn't reach number one and stay there for a very long time.





• Graphics	9
• Sound	10
• Value	9
• Playability	10

ATHLETIC LAND

MACHINE: All MSX
SUPPLIER: Konami
PRICE: £15.00

This game would have been better titled *Funpark*. Fun it is — guiding a lad through a series of obstacles and challenges in park and countryside. The simplicity of this game does not detract from the playability, though.

Let's take scene one for example. You are at the edge of a pond, with two ropes — one swinging out and over from each end and, at odd occasions, meeting in the middle. Standing at the edge, jump to grab the rope. Move just that bit too far forward, and you are in it up to your neck. Catching a rope, you can swing back and forward for ever or, by pressing the firebutton on the joystick, or the spacebar, can land on a leaf floating from one end of the pond to the other.

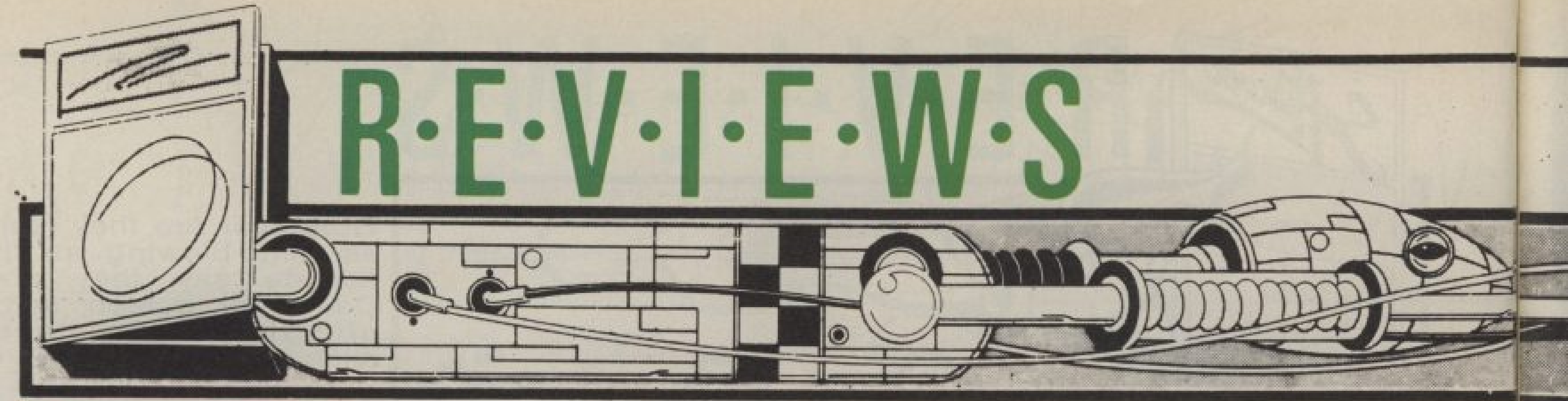
Timing is of the essence — since the leaf starts running out of synchronisation with the rope at the other end. Since each stage is running against time shown on a decreasing colour bar at the top, you can't afford to hang around. Jumping over bouncing balls, small ponds, trampolines and springing over fountains sounds easy but, on scene two each of these combine with other hazards to make progression more difficult. The small ponds previously mentioned have erratic fish jumping out at high speed which all adds to the fun.

Super smooth graphics, good use of sounds and (a nice little detail) the shadow of our lad showing on the ground all go to make this highly enjoyable. Incidentally, when you think you've got this licked playing the screens from left to right, try it from right to left — it becomes more interesting, with the hazards approaching from the rear.

Bonus points are awarded at the completion of each stage with additional lives. Scores shown are for one or two players and a hi-score. You can play with either joysticks or keyboard.

The simple and light theme of this game shows that things don't necessarily need to be complex to make good entertainment.

• Graphics	10
• Sound	7
• Value	8
• Playability	8



2 STAFF OF KARNATH

MACHINE: CBM 64
SUPPLIER: Ultimate
PRICE: £9.95

STAR GAME

The first official release for the 64 from Ultimate is all you'd expect from the leading Spectrum software house.

Staff of Karnath follows Ultimate's arcade adventure style, much loved by Spectrum owners.

You play the part of Sir Arthur Pendragon, ace adventurer, on a mission to find and destroy the Staff of Karnath, a magical staff which once belonged to an evil sorceror called, surprisingly, Karnath.

Before his death, Karnath cast an evil spell over his staff. A spell which would allow an evil race of alien creatures called Sarnathians to escape from the Realm of Unreality and invade earth.

Karnath hid his staff within a mysterious obelisk and locked it with a special key in the form of a magical pentagram. Then Karnath smashed the key and scattered the 16 fragments around the many rooms of his isolated castle.

Pendragon's task is to explore the castle, find the 16 bits of the magical key, open the obelisk and destroy the staff before Karnath's evil spell can work!

The graphics are up to standard for the 64 — but I was expecting more from the people who have worked such wonders on the Spectrum.

Game play is excellent — more than enough puzzles to keep even the most demanding gamester happy for hours.

Overall, *Staff of Karnath* is a good solid game — can't wait to see more for the 64 from Ultimate.

• Graphics	8
• Sound	7
• Value	8
• Playability	8

2



3 MOON PATROL

MACHINE: Atari 800
SUPPLIER: Atari
PRICE: N/A

A reader answered our plea for new Atari games by sending us a cartridge version of the official *Moon Patrol* arcade game — which he discovered inside a *Donkey Kong* box!

The game follows the arcade original very closely. If you've seen any Moon Buggy type game, you'll know what we're talking about! You have to drive your moon buggy over the rugged surface of the planet — leaping rocks and craters while fighting off attacking aliens who swoop on you from above.

The Atari cartridge version is divided up into sectors — these are timed, so if you beat the record you'll get a bonus.

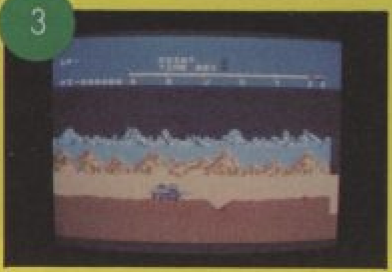
This version has a "continue" feature, so if you get wiped out you don't have to go right back to the beginning again. There is a two player option too — plus a beginner level if you've never come across the game before.

The graphics are good and the scrolling, as you'd expect from Atari, is excellent. The little tune which plays along as you roll across the moon is good to.

The game is horribly addictive — and well worth adding to your software collection.

• Graphics	8
• Sound	8
• Value	8
• Playability	9

3



4 BUGGY BLAST

MACHINE: Spectrum
SUPPLIER: Firebird
PRICE: £5.95

Want an interesting space shoot out with lots of action? Then look no further!

Firebird's *Buggy Blast* features great graphics, good sound, multi-level play and a fairly original plot. And all for a reasonable price.

You are the pilot of the space Buggy, a spacecraft specially designed for an attack on the Lurgon base on the planet Endra.

The ultimate mission is to fly along the central Lurgon corridor and destroy enough Lurgons to cause a power reversal that will destroy the entire Lurgon race!

But before you do that, you must prove yourself capable of the task by flying qualifying missions which test your skills.

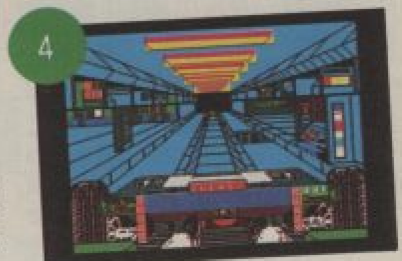
After each mission, you must return to the mother ship in time to refuel and get essential repairs carried out on your Buggy. After each run, you get a Cycredit Rating — this shows your current skill level and decides which of the sectors of the Lurgon base you are talented enough to attack next. The mother ship's computer automatically launches you into the right sector.

As I've already mentioned, the graphics are really nice. The launch sequence from the mothership will be familiar to all of you who used to watch *Battlestar Galactica* on TV.

4



4



The "corridor" is similar to the *Star Wars* trench — except it is inhabited by nicely drawn Lurgons, who are robot like creatures, and other hazards.

Lots of action, lots of variety and plenty of fun! My only criticism is that *Buggy Blast* isn't joystick compatible which means lots of finger-tangling moments!

• Graphics	8
• Sound	7
• Value	9
• Playability	9

DEATH STAR

MACHINE: Spectrum
SUPPLIER: System 3
PRICE: £7.95

EXCLUSIVE

Star Wars was a move that spawned a hundred games — and the latest is *Death Star Interceptor* from System 3. The game, originally written for the CBM 64, features nice 3D style graphics, and a new gimmick not found on the original — speech!

The sounds were provided by the same programmer who created the effects for Activision's Spectrum *Ghostbusters* game — and pretty good they are too!



Listen to a terrific rendition of the *Star Wars* theme, then your Spectrum shouts "Prepare to Launch!" and you are off on a mission to destroy the Death Star.

Tie Fighters streak toward your craft with characteristic "scream" sound direct from the movie as you attempt to blast them. Meanwhile the Death Star is getting nearer and nearer.

Soon you find yourself in the trench with laser barriers and yet more Tie Fighters coming at you. Time to take a tight grip on your joystick! Zap along the trench, place a well aimed shot into the reactor shaft and then you can breath easily again.

One criticism is that System 3 have retained the fiddly launch sequence. You must position yourself correctly to squeeze through a "star-gate" which can get irritating when you want to get straight back to the action.

The Tie-fighters are animated and drawn very well — you get a "3D" side view of the attacking craft as they turn away from your star-fighter after an attack run. The approaching *Death Star* looks good too!

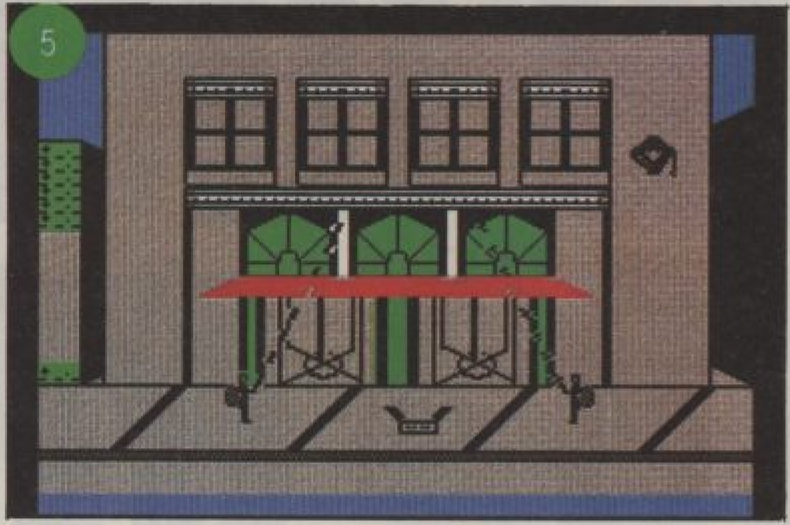
Death Star Interceptor is an all-action shoot-out with some nice new features — like the neat sound effects. If you like all-out action games then you'll love it!

• Graphics	9
• Sound	9
• Value	9
• Playability	10

5 GHOSTBUSTERS

MACHINE: Spectrum/keyboard or joystick
SUPPLIER: Activision
PRICE: £9.99

At last! Those crazy ghost hunters have made it onto the Spectrum and the game is bound to be just as big among


5

Sinclair owners as it has been among those of you lucky enough to have a 64.

The game follows the Commodore format faithfully — even down to a brave attempt at speech synthesis.

The game features three screens. The city screen which shows which buildings are haunted, the driving screen in which you pilot your ghostbusting vehicle to the haunted place — sucking up roaming spirits along the way — and finally the ghost-busting screen where you have to help your team of ghost hunters actually catch a ghost.

Before you get to the action, however, you must pick a mode of transport and load it up with ghostbusting gear using the cash loaned to you by the bank.

If you've seen the film you'll know just what to do anyhow!

The game also features the nasty Marshmallow Man who appears from time to time and stomps on buildings — unless you can drop some bait to trap him and earn a big bonus from the city mayor!

If you manage to earn enough cash, you'll get a crack at closing the spirit gates at the evil Temple of Zuul — the source of all the ghosts. You also get a Ghost-busters account number — which means you can play the game on any Spectrum anywhere in the world. If you want to that is!

Graphics are good and the sound isn't bad either — and most importantly you'll have fun playing the game. *Ghost-busters* is simply great value! It is already available for the Commodore 64 (*C&VG*, January) and should soon be available for the Amstrad.

• Graphics	8
• Sound	7
• Value	9
• Playability	9


5

6 PYJAMARAMA

MACHINE: Amstrad
SUPPLIER: Micro-Gen
PRICE: £8.95

If you're a wally who has nightmares about being trapped in beautiful houses and chased by frozen chickens which slide off nearby tables, then here's your dream game.

It really is a dream, too, or at least a nightmare for the central character, Wally. In order to get him to work, you must first find his alarm clock (a needle in a haystack job) and drag him out of his night-mare.

All the while, the hours tick by and Wally still isn't at work. He's more likely to be running up ornate stairs or crashing into chandeliers. You get reprimanded for this with periodic uncouth messages appearing on the screen.

Meanwhile, Wally continues to get lashed by axes, scissors and rabid chickens (fortunately not accompanied by roast potatoes and all the trimmings). Small wonder that his glass of milk tends to give out and reduce his sleeptime energy. After all, if you were running round a house all night, you'd get tired too.

If the enemy succeeds in removing his three lives, you will see a sad little form, looking very dead, rising up the screen into Wally heaven.

You'll go from room to room at an alarming speed — kitchen (complete with cereal, milk jug and coffee cup), living room, bathroom, you name it. The bathroom was my personal favourite, but Wally for some reason doesn't go there very often.


6

Perhaps he doesn't wash. All the while, horrific looking hands will rise from the floor to grab you.

The graphics are truly amazing and the game itself is excellent. Its addictive qualities are high and it's well worth the money for the amount of enjoyment you'll get. Full marks!

• Graphics	10
• Sound	9
• Value	10
• Playability	9

GOLD
IF YOU
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It's a range of top quality software from Commodore designed to make the most of your Commodore 64's capabilities.

New packages will be introduced to the Gold Medallion range every so often, but only if they are really exceptional. They'll definitely be hard soft to beat.

Commodore Gold Medallion Software

Miss any of them, and you really will be missing out.

MUSIC MAKER

Whether you're an accomplished musician or an out-and-out beginner, Music Maker strikes exactly the right note.

No matter if you've never played a note before, so long as you can hum and you know your ABC, you can start to play famous popular tunes immediately.



And it won't be long before you appreciate Music Maker's many advanced capabilities: you can synthesise many musical instruments, even create your own 'synth' electronic sounds, choose between monophonic or polyphonic play, summon up pre-programmed rhythms and bass accompaniments, and more.

Music Maker is the first in a series of packages which will fully exploit the Commodore 64's outstanding musical capabilities.

On disk or cassette, with music keyboard, a clear and concise manual, and song book, for just £29.95.

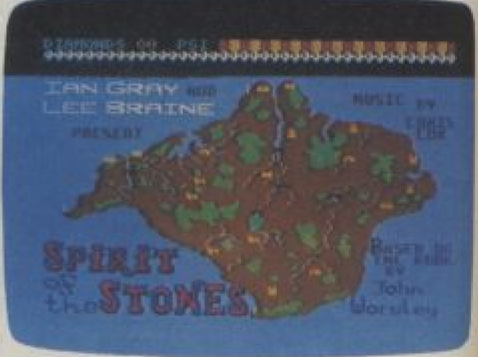
SPIRIT OF THE STONES

It's a treasure hunt for 41 real diamonds hidden somewhere on the Isle of Wight.

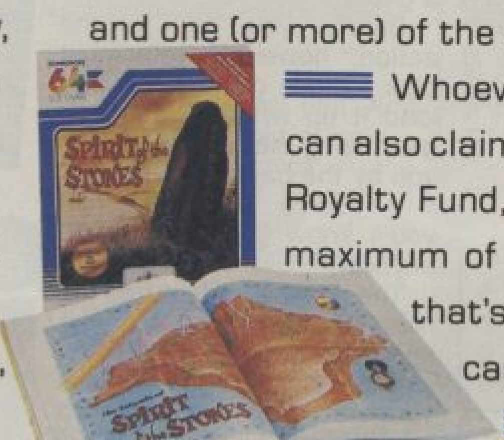
Only one man knows where they are, and he's not saying.

All that he has to say he's said already – but in the form of riddles, clues and puzzles.

Solve the puzzles in the Spirit of the Stones program and you'll find it much easier to solve the puzzles in the Spirit of the Stones book.



Solve the puzzles in the book and one (or more) of the diamonds can be yours.



Whoever discovers a diamond can also claim his or her share of the Royalty Fund, which could grow to a maximum of £1 million. It's a game that's as entertaining as it can be rewarding.

On cassette or disk, £14.99.

INTERNATIONAL FOOTBALL

Already it's recognised as the best football game ever seen outside of Wembley.

It's startlingly life-like, and gives you near perfect control of the players.

You can kick the ball, dribble it, pass it,

FOR MORE INFORMATION CONTACT: COMMODORE INFORMATION CENTRE, 1 HUNTERS ROAD, WELDON, CORBY, NORTHAMPTON NN7 1QX. TEL: CORBY (0536) 206252

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D MEDALLION. HAVEN'T GOT IT AVEN'T GOT IT.

head it or even throw it in from the touch-line. And every time you belt the ball into the net, the crowd cheer wildly.



How often you score depends on how good you are, and also at what level you choose to play.



There are 9 levels you can play against the computer. Or you can play a friend.

International Football is a real test of skill, dexterity and speed. It is certain to drive you football crazy.

On cartridge, £14.99.

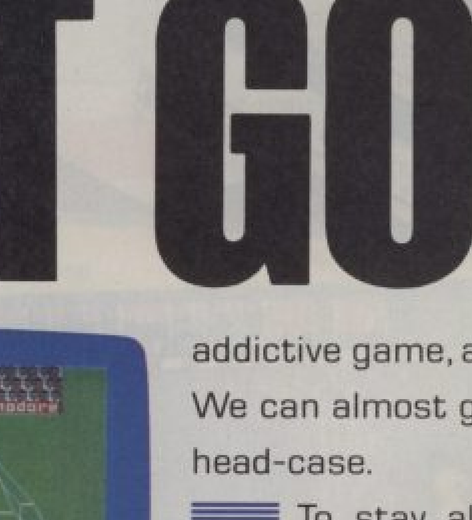
JACK ATTACK

There's no other game like it. It has been voted by the U.S. magazine 'Electronic Games Hotline' as a 'must buy.'

Jack Attack is about squashing heads. It's an addictive game, a game of strategy and cunning. We can almost guarantee it will turn you into a head-case.



To stay alive, Jack must leap aside from collapsing bridges and crashing blocks, and at the same time he must make sure he doesn't fall into the water... and drown.



And that's the easy bit.

Because everywhere Jack goes he's dogged by jolly bouncing sadistic heads that are out to nut him.

He has to squash their heads before his is squashed.

And Jack can't afford to lose his head because we've only given him three, and when they've gone, he's gone...

Jack Attack is available for both the Commodore 16 and Plus/4. On cartridge £14.99.

commodore
HARD SOFT TO BEAT

SELECTED TITLES AVAILABLE FROM BOOTS, WH SMITH, WOOLWORTH, SPECTRUM, JOHN MENZIES, OTHER LEADING RETAILERS AND SPECIALIST COMPUTER STORES.



R·E·V·I·E·W·S

7 CONAN

MACHINE: Atari 800/C64
SUPPLIER: US Gold
PRICE: £14.95 disc/£9.95 cass.

"Know, O prince, that between the years when the oceans drank Atlantis and the gleaming cities, and the years of the rise of the sons of Aryas, there was an age undreamed of, when shining kingdoms lay spread across the world like blue mantels beneath the stars. Hither came Conan the Cimmerian, black haired and sullen-eyed, sword in hand, a thief, a reaver, a slayer, with giant melancholies and gigantic mirth, to tread the jeweled thrones of the Earth under his sandaled feet." ***The Nemedian Chronicles.***

"And so it came to pass in the age of the technocrats that this mighty barbarian warrior fell in with the Silicon Wizards who enchanted him with weird spells and sent him on a mission in a land haunted by keyboards and video monitors ..." ***The Silicon Chronicles.***

Just how do you convert a muscle-bound man-monster into a bunch of sprites? Well, DataSoft have had a brave try at it and come up with an interesting and challenging platform/arcade Adventure game in the process.

If you've never heard of Conan the Barbarian — just where have you been? He is the star of numerous comic books, two feature films — and, of course, the books penned by fantasy author Robert E. Howard who originally created the character way back in the 1930s.

Now, at last, someone has come up with the first Conan computer game. As Conan, you must find and destroy the villainous Volta who is hiding somewhere inside a very strange castle.

You and Conan must fight your way through seven levels, packed with different foes and monsters — avoiding dangers by leaping, jumping and hacking away with your mighty broadsword. Luckily Cimmerians are well known for their athletic abilities.

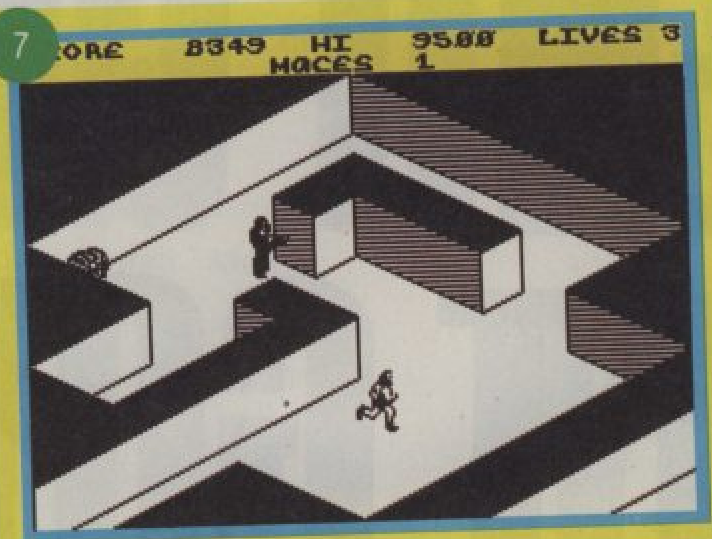
The main object in each level is to find a mystic gem, place it in a gem holder and find the key to the next level. Some of those screens are very puzzling — believe me!

Conan is a real treat for games-starved Atari owners — and a good bet for CBM 64 platform fans.

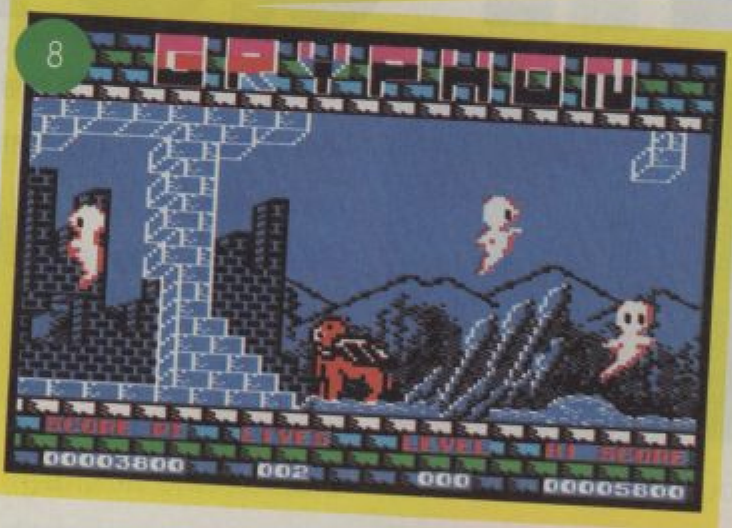
But if playing the game sparks off an interest in our barbarian hero — check out the paperbacks, read the comics and see the movies. You won't regret it!

• Graphics	8
• Sound	8
• Value	8
• Playability	8

7



8



ATARI HITS

MACHINE: Atari (all models)
SUPPLIER: English Software
PRICE: £14.95 cass./ £17.95 disc

Here's a must for all Atari owners — old and new alike. Three volumes of five hit games — featuring hits like *Jet Boot Jack, Neptune's Daughters* and *Diamonds*.

Each tape or disc has five games on it — all three volumes have *Jet Boot Jack* for some strange reason, however. Atari *Smash Hits* Volumes One, Two and Three are simply great value for money — even if you don't like all the games on one tape.

Volume One has *Jet Boot Jack, Fire Fleet, Dan Strikes Back, Captain Sticky's Gold* and *Hyperblast!* Volume 2 has JBJ, *Airstrike II, Batty Builders, Breath of the Dragon* — a previously unreleased game — and *Neptune's Daughters*. Volume 3 consists of JBJ, *Stranded, Diamonds, Robin Hood* and *Citadel Warrior*.

Great games, great value.

• Graphics	8
• Sound	8
• Value	10
• Playability	10

8 GRYPHON

MACHINE: CBM 64
SUPPLIER: Quicksilva
PRICE: £7.95 cass./ £12.95 disc

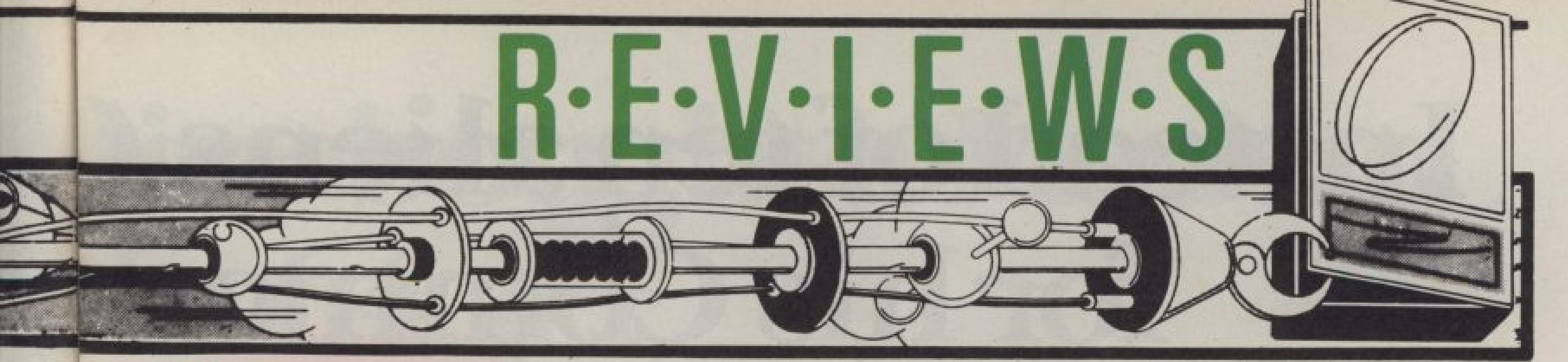
Beware! *Gryphon* isn't an easy game to get to grips with. But it's well worth the effort! Tony Crowther's latest features a Gryphon, a magical mythical beast who must fight the evil Id Monsters who are after his gold bars. The Id monsters are the creation of sleeping humans — and they are turning the Gryphon's peaceful Dreamscape world into a land of nightmares!

The graphics are typically Crowther-esque — lots of chunky 3D buildings and forests. Tony has also squeezed in a nice line in perspective as the Gryphon and monsters can be hidden by buildings etc as they zap through the landscape.

The game is basically a scrolling shoot out — but the Gryphon also has to carry gold bars to build bridges over festering rivers full of pollution to reach different stages of the game.

Don't expect it to be easy — it isn't. But *Gryphon* is a lot of fun if you are prepared to give it a chance!

• Graphics	8
• Sound	8
• Value	8
• Playability	8



THE QUADRA

MACHINE: Vic 20+8k/ joystick only
SUPPLIER: Software Projects
PRICE: £2.99

Revenge of the Quadra is one of Software Projects' interesting new range of Super Saver Software, just released. *Quadra* is a fast arcade-style shoot-out — a combination of *Defender* and good old Space Invaders. You have to shoot waves of alien attackers who are after the pods at the bottom of the screen. Your space craft can move up and down as well as side to side as you blast the aliens.

Quadra has some simple but effective graphics, good sound and fast action. Good value for money if you are a Vic owning arcade addict.

• Graphics	8
• Sound	8
• Value	8
• Playability	8

SQUISH!

MACHINE: Vic-20
SUPPLIER: Palace Software
PRICE: £5.99

Squish is quite simply the most addictive game for the Vic we've seen for ages. And it's quite a simple game too. You have to move a spider-like character around in a maze of what looks like frog-spawn squashing bugs!

You push the "frog-spawn" around Pengo-fashion to kill off the bugs which inhabit the screen, squashing them against the walls or between the "spawn".

But the bugs have a sting in their tails. They can shoot bug-bombs at you if you let them get an empty space between them and you.

The game has 20 difficulty levels, each harder than the first.

On some the bugs are invisible — which is nasty as contact with them is fatal.

The graphics are up to standard for the Vic and the game — as we've said already — is extremely addictive. A worthwhile buy for game-starved Vicsters everywhere.

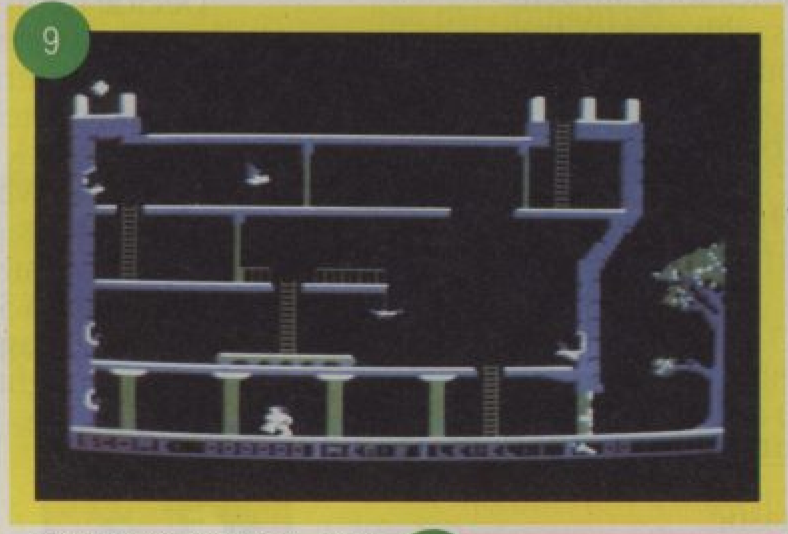
• Graphics	8
• Sound	7
• Value	7
• Playability	8

9 HELLFIRE

MACHINE: Spectrum/key-board or joystick
SUPPLIER: Melbourne House
PRICE: £6.95

Hot on the heels of *Gift from the Gods* comes another game with its theme set firmly in the heart of Greek mythology.

You must re-enact the trials of Ulysses as he seeks to prove his worth to the Gods — who are a tough bunch if this game is anything to go by!



The game features three levels or "tasks". The first task involves climbing the slopes of Mount Olympus, home of the Gods, while avoiding tumbling boulders and the gaze of the Gorgon, which can prove quite deadly.

Ulysses must use his shield to protect himself from the Gorgon's glare. Once through the cave entrance at the top of the slopes you'll find yourself in the temple of Knossos, packed full of minotaurs and an evil reptile creature called the Assassin — who attempts to practise his art on you!

If you manage to negotiate the minotaurs, the fireballs and reach the maze — which features *Ant Attack* style graphics — you are well on your way to reaching the Elysium Fields where you'll be able to rest for a while! However the maze is packed full of nasties and Ulysses must fight them off using his mace. No easy task.

Hellfire is an interesting development of the platform game. It features nice graphics and a pretty good line in playability.

However, I found the game difficult to get into. Climbing up the Olympian slopes is no easy task, but if you are a platform fan and like a challenge, take a look at *Hellfire*.

• Graphics	7
• Sound	7
• Value	7
• Playability	7

MONTY IS INNOCENT

MACHINE: Spectrum/ keyboard or joystick
SUPPLIER: Gremlin Graphics
PRICE: £6.95

The adventures of Monty Mole continue in Gremlin's latest release — which also features a new hero, Sam Stoat, star of his own Gremlin game.

Here, however, Sam is out to help his mate Monty who has been sent to spend some time among the low life of Scudmore Prison for an act no more dastardly than borrowing a bucket of coal.

Sam has to collect keys from the Governor's office and explore the cells of the prison in order to help Monty escape.

Monty is Innocent is a novel mixture of maze and arcade adventure games with a few platforms style screens thrown in.

Graphics are colourful and the characters well animated — but I didn't find the game met the high standard set by Monty's first release.

Having said that, Gremlin are building up a nice set of computer characters — I'll be waiting for the further exploits of Monty Mole and Sam Stoat with interest.

• Graphics	7
• Sound	7
• Value	7
• Playability	7

ROLLER KONG

MACHINE: CBM 64
SUPPLIER: Melbourne House
PRICE: £5.95

Another cosy Kong-type macho fantasy for those of you who like running around buildings in all weathers rescuing young women. So what's new, we hear you shout.

Basically, the idea is to avoid firebombs, barrels and little monsters (known as spinks) which Kong will throw at you, and you get extra points for collecting flowers for the girl.

Generally a good laugh and certainly very easy, this game is a really good bet if you have a joystick.

• Graphics	8
• Sound	7
• Value	8
• Playability	8

continued on page 83

Instead of ten aliens, C
for his Commodo

What happened ne



Saturday morning.

Waltzed into my local computer shop.

Packed as usual with masses of kids enjoying the arcade games.

Surely I could put my Commodore 64 to better use. Helpful assistant suggests a Commodore Communications Modem.

Tells me it comes with a year's free subscription to Compunet, a new network service, saving me a cool thirty quid.

A bargain not to be missed, so I bought a Modem.

If I knew then, what I know now, I'd have thanked that assistant more.



Saturday (one week later).

Fantastic.

My Compunet membership came through this morning.

Hurriedly plugged the Modem into my 64's cartridge port, and hooked up to the telephone line.

Can't wait.

At last I can communicate with other Commodore 64 Modem owners and giant mainframes.

What's more, I can also access databases throughout Europe and the U.S.A.*

This is what home computing's all about.



Sunday morning.

Raining.

Tapped in my Compunet I.D. and personal password.

Wow, what a directory!

Decide to pit my wits against other Modem users by entering Multi User Dungeon, an interactive on-line game.

Should stretch the old grey matter a bit.

Then a quick look in 'The Jungle.' This is an open area where other Modem owners display messages.

See a Commodore user in Fife wants to sell 'U-boat' for £3.00.

Leave message offering him 'Mighty Gork' on a straight swap.



Monday evening.

Move on to the Compunet Software Park.

What a choice. Loads of high quality bargain programs.

Particularly interested in educational software, so I call up 'The Study.'

Download free physics package to help with my exams.

Clive bought a Modem
lore 64.



ext changed his life.



__Tuesday evening.__

Dad's turn.
I don't get a look in as he's busy teleshopping.

Actually it's amazing what bargains turn up. He even finds a new house.

Mum said she doesn't want to move and anyway his dinner's getting cold.



__Wednesday evening.__

Discover I can join BLAISE,* the computer service for the British Library.

Their catalogue of books dates way back to 1950.

Should give me an interesting edge over my school chums.



__Thursday evening.__

Sis has a go.
She keys into Prestel.*
Imagine, over 300,000 pages of information and news.

What does she choose? The lonely hearts section.

She's disappointed. Couldn't find Simon le Bon's private number.



__Friday evening.__

Yippee! Receive a reply from the guy in Fife.

He fancies taking on Gork.

What's more he's written a program he'd like my opinion on.

He transfers it direct, using the free user to user software.

I've made my first computer pal.

What a week. Best one I've had since getting my Commodore 64.

Sure am glad I got the Modem instead of all those aliens.

The Commodore 64 Communications Modem comes as a complete package with a year's free subscription to Compunet, for just £99.99 inc. VAT.

Find out how a Modem can change your life. See it now at Spectrum, Curry's, Comet and selected Commodore dealers.

commodore

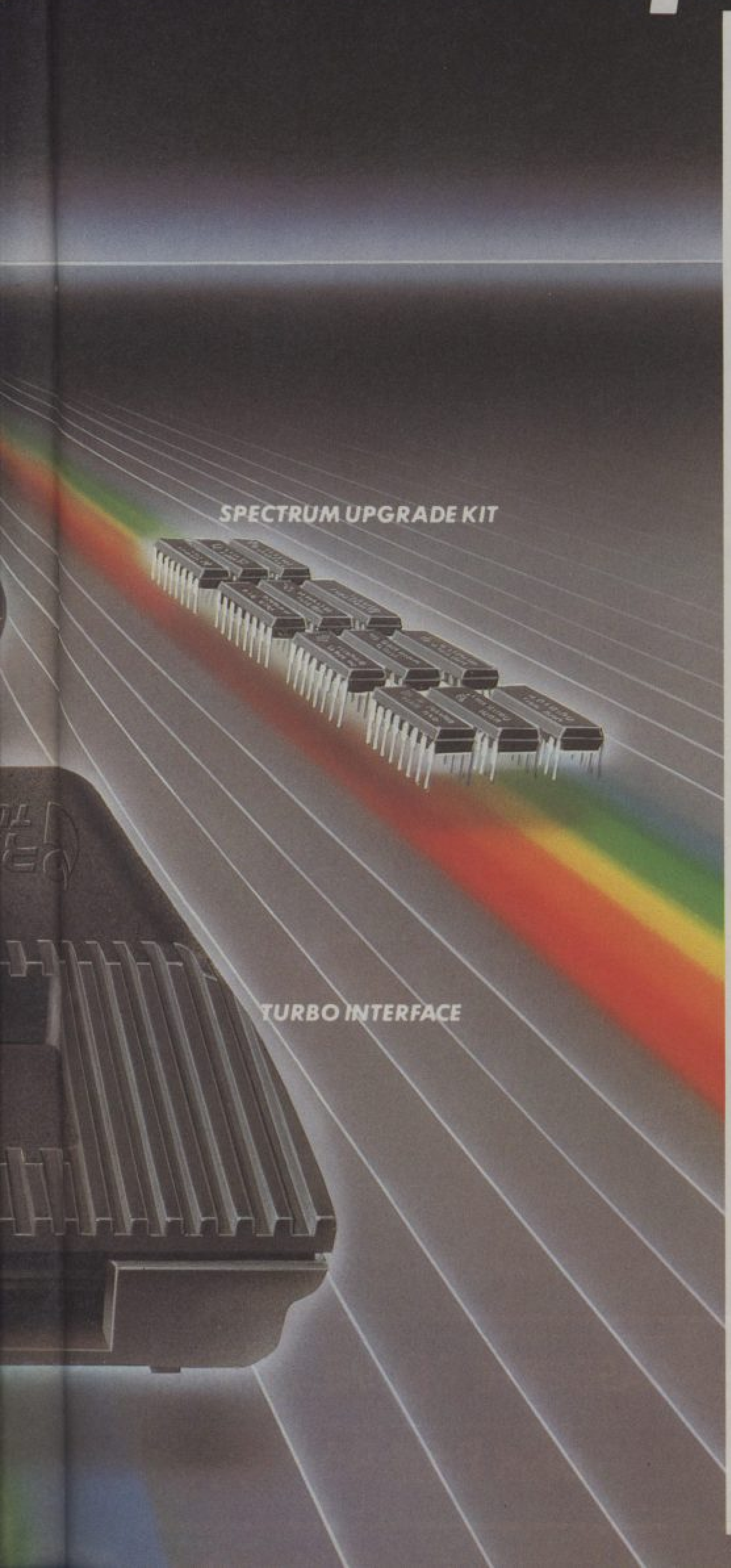
For further information phone or write to:
Commodore Communications Modem, 1 Hunters Road, Weldon, Corby, Northamptonshire NN17 1QX, Tel: 0536 205252.

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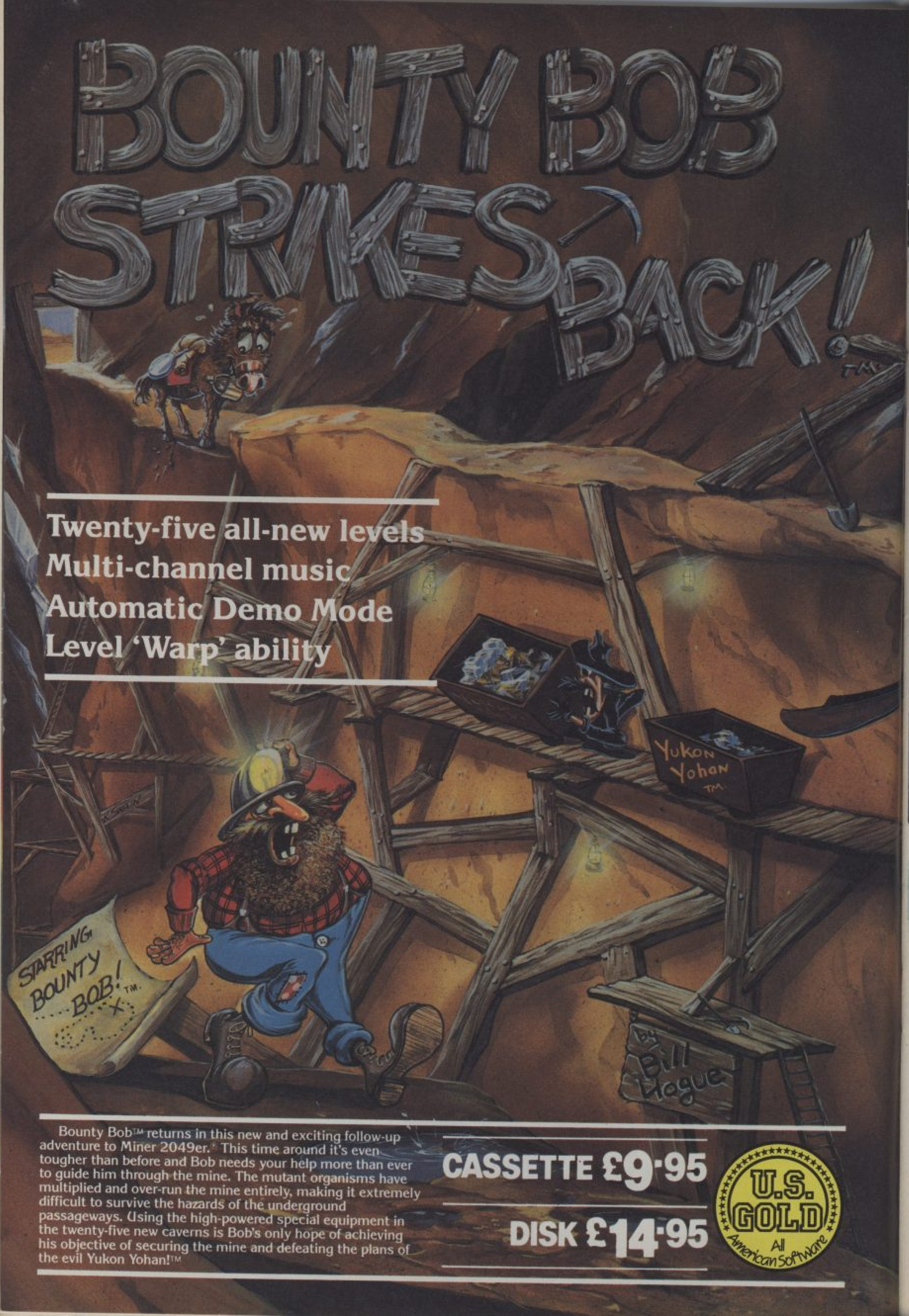
Telephone__________

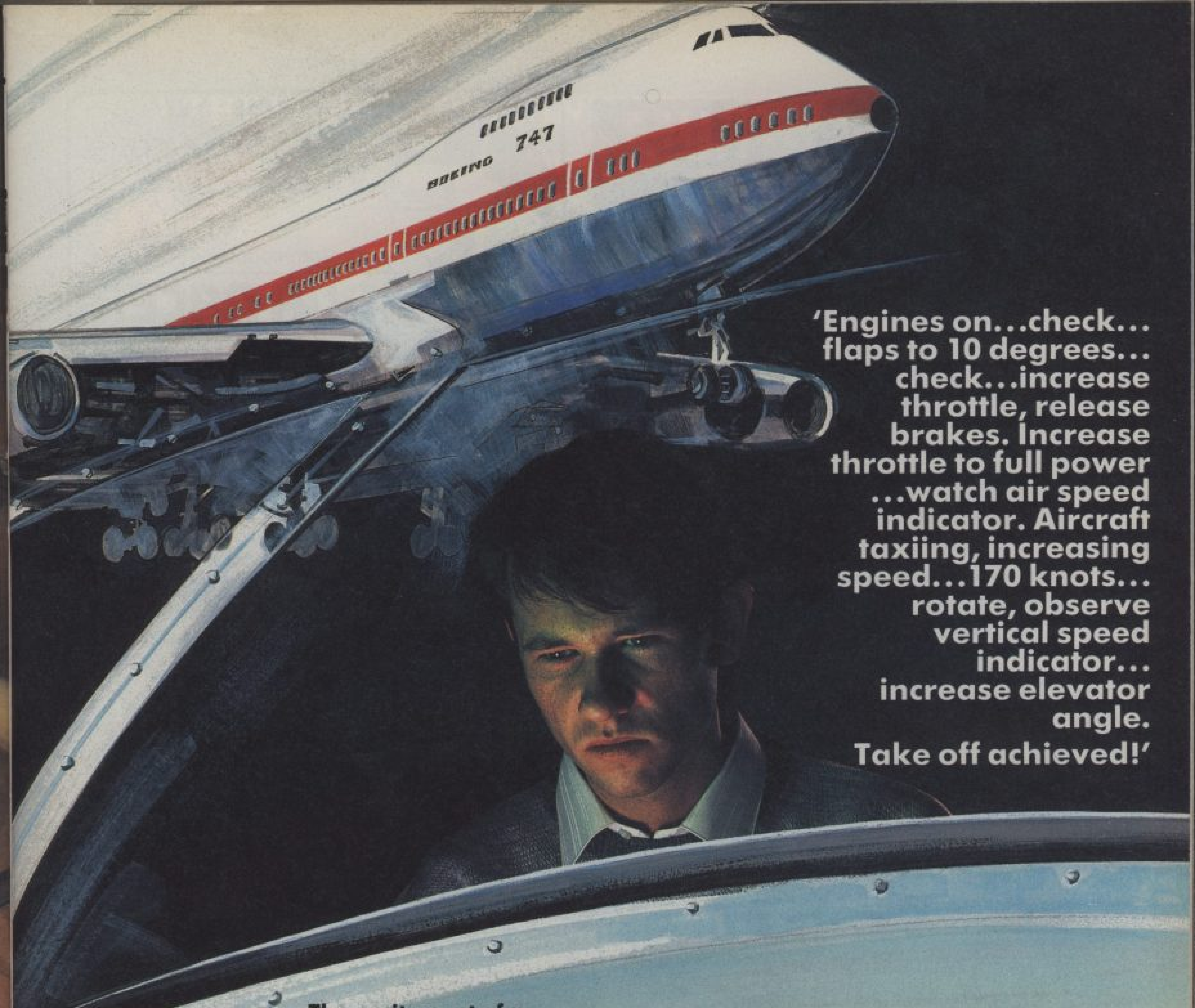
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Clingon destroyer ships are cruising at warp speed to a cluster of inhabited planets in a remote quadrant of the galaxy. Their aim is to decimate the major cities and take over mining of the valuable mineral ores that only occur on these four planets.

If the Clingons succeed in capturing the planet, they will have sealed off the Federation's only supply of Cyanite crystals, an essential component of warp drive engines.

As captain of the Federation's Special Emergencies Squadron, you have been sent to intercept the attacking forces and destroy them before they capture the planet system.

If you become hopelessly surrounded, you can hyperspace your ship out of trouble, although the hull of your spaceship can only take the strain of five hyperjumps.

Control keys and instructions are included in the program.

RUNS ON AN UNEXPANDED VIC 20

BY STUART HANSCOMBE

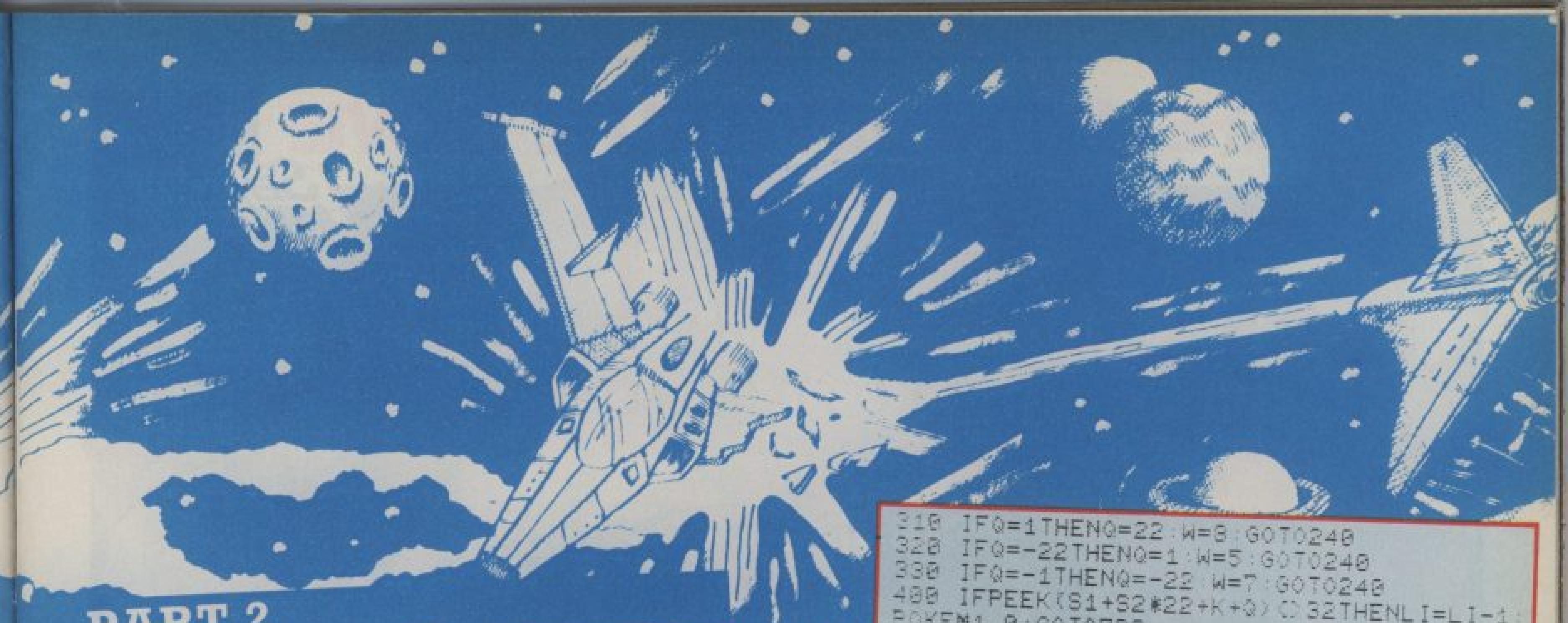
PART 1

```
0 GOSUB200
1 FORI=7168TO7679:POKEI,PEEK(I+25600):NE
XT:POKE36869,255:POKE52,28:POKE56,28
10 FORI=7168TO7335:READD:POKEI,D:NEXT
20 DATA0,60,126,126,126,126,62,1,0,60,12
6,126,126,126,124,128
30 DATA1,62,126,126,126,126,60,0,128,124
,126,126,126,126,60,0
40 DATA195,255,102,90,90,102,255,195
50 DATA252,24,124,55,55,124,24,252,63,24
,62,236,236,62,24,63
60 DATA24,24,189,231,255,189,165,129,129
,165,189,255,231,189,24,24
70 DATA66,153,165,219,219,165,153,66,0,0
,0,127,127,0,0,0,0,0,254,254,0,0,0
80 DATA24,24,24,24,24,24,24,0,0,24,24,24
,24,24,24,24,0,0,0,24,24,0,0,0
90 DATA73,42,0,99,0,42,73,0
91 DATA60,60,90,189,153,66,36,24,24,36,6
6,153,189,90,60,60,24,36,75,159,159,75,3
6,24
92 DATA24,36,210,249,249,210,36,24,255,2
55,255,255,255,255,255,255
100 PRINT"■■■PRESS SPACE BAR"
110 GETA$:IFA$<>" "THEN110
115 GOTO300
116 GETA$:IFA$<>"■"THEN116
120 POKE36879,8:PRINT"■■LOAD"
```

```
130 POKE198,3:POKE632,19:POKE633,13:POKE
634,13
140 END
200 PRINT"■■***■STARSHIP VICTORY■***"
210 PRINT"■■■■@ A■■■D■■■■■BATTLE STAR..10
0"
211 PRINT"B C"
212 PRINT"■■E ■YOUR SHIP"
213 PRINT"■■I ■ENEMY SHIP...10"
214 PRINT"■■■GUIDE YOUR SHIP AROUNDTHE U
NIVERSE              DESTROYING",
215 PRINT"■ THE BATTLE SHIPS"
216 PRINT"■BUT WATCH OUT FOR THE ENEMY S
HIPS WHICH WILLDESTROY YOU ON CONTACT":R
ETURN
300 POKE36869,240
310 PRINT"■■■■CONTROLS:"
320 PRINT"■■P=THRUST"
330 PRINT"■■:=FIRE"
340 PRINT"■■<=ROTATE LEFT"
350 PRINT"■■D=ROTATE RIGHT"
360 PRINT"■■+=HYPOSPACE"
370 PRINT"■YOU ONLY GET FIVE        HYPOSPA
CES PER LIFE."
380 PRINT"EXTRA MAN EVERYTIME     YOU DEST
ROY FOUR        STARSHIPS"
390 PRINT"■■■■■■■■PRESS F1":GOTO116

READY.
```

Illustration: Dave McTaggart



PART 2

```
10 POKE36869,255:POKE36879,8:SS=30720:M2
=36876
15 POKE36878,5:M1=36877:K=7680:LI=3
20 S1=10:S2=10:PRINT"␣":Q=-22:W=7:BS=4:H
P=5
21 O(1)=21:P(1)=1:O(2)=2:P(2)=1:O(3)=2:P
(3)=20:O(4)=21:P(4)=20
22 IFLI=0THEN900
23 IFLI>6THENLI=6
30 FORT=7702TO8164STEP22:POKET,20:NEXT:F
ORT=8164TO8185:POKET,20:NEXT
40 FORT=7723TO8185STEP22:POKET,20:NEXT:F
ORT=7702TO7723:POKET,20:NEXT
50 Q$="SQQQQQQQQQQQQQQQQQQQQQ":W$="
":S$="  Q AQ  DQ  BC"
60 PRINTLEFT$(Q$,6);LEFT$(W$,4);S$
70 PRINTLEFT$(Q$,5);LEFT$(W$,12);S$
80 PRINTLEFT$(Q$,16);LEFT$(W$,3);S$
90 PRINTLEFT$(Q$,15);LEFT$(W$,15);S$
91 POKES1+S2*22+K,7:POKES1+S2*22+K+SS,7
92 FORT=1TO9
93 Z=INT(RND(1)*483):IFPEEK(Z+K-22)<>32T
HEN93
94 POKEZ+K+22,14:NEXT
100 PRINT"SRESC="SC:PRINT"S           RLI
="LI
101 IFPEEK(197)=13THEN400
102 POKEM1,0
103 S=S1+S2*22+K:IFPEEK(S-Q)=RTHENPOKES-
Q,32
105 IFPEEK(197)=5ANDHP<>0THEN700
110 IFPEEK(197)=37THEN300
120 IFPEEK(197)=29THEN200
130 IFPEEK(197)=45THEN500
140 FORT=1TO4:POKEP(T)+O(T)*22+K,32
141 IFO(T)<S2THENO(T)=O(T)+1:J=1
142 IFO(T)>S2THENO(T)=O(T)-1:J=-1
143 IFP(T)+O(T)*22+K=S1+S2*22+KTHENLI=LI
-1:POKEM1,0:GOTO790
144 IFPEEK(P(T)+O(T)*22+K)<>32THENO(T)=O
(T)-J
146 IFP(T)>S1THENP(T)=P(T)-1:J=-1
147 IFP(T)<S1THENP(T)=P(T)+1:J=1
148 IFP(T)+O(T)*22+K=S1+S2*22+KTHENLI=LI
-1:POKEM1,0:GOTO790
149 IFPEEK(P(T)+O(T)*22+K)<>32THENP(T)=P
(T)-J
199 POKEP(T)+O(T)*22+K,9:POKEP(T)+O(T)*2
2+K+SS,5:NEXT:GOTO100
200 POKEM2,210:IFQ=-22THENQ=-1:W=6:GOTO2
40
210 IFQ=-1THENQ=22:W=8:GOTO240
220 IFQ=22THENQ=1:W=5:GOTO240
230 IFQ=1THENQ=-22:W=7
240 POKEM2,0:POKES,W:FORT=1TO200:NEXT:GO
TO140
300 POKEM2,210:IFQ=22THENQ=-1:W=6:GOTO24
0
```

```
310 IFQ=1THENQ=22:W=8:GOTO240
320 IFQ=-22THENQ=1:W=5:GOTO240
330 IFQ=-1THENQ=-22:W=7:GOTO240
400 IFPEEK(S1+S2*22+K+Q)<>32THENLI=LI-1:
POKEM1,0:GOTO790
401 POKEM1,128:POKES1+S2*22+K,32
402 S=S1+S2*22+K:IFPEEK(S-Q)=RTHENPOKES-
Q,32
403 IFW=6THENR=19:S1=S1-1
404 IFW=7THENR=16:S2=S2-1
405 IFW=8THENR=17:S2=S2+1
406 IFW=5THENR=18:S1=S1+1
411 S=S1+S2*22+K:POKES,W:POKES+SS,7:POKE
S-Q,R:POKES-Q+SS,2:GOTO140
500 IFPEEK(S1+S2*22+K+Q)<>32THEN140
501 U=S1+S2*22+K:POKEM2,128:IFW=5THENY=1
0
502 IFW=6THENY=11
503 IFW=7THENY=12
504 IFW=8THENY=13
505 S=S1+S2*22+K:POKEU,32:POKES,W:U=U+Q
506 IFPEEK(U)=9THEN600
507 IFPEEK(U)=4THENPOKEM2,0:GOTO800
508 IFPEEK(U)<>32THENPOKEM2,0:GOTO140
510 POKEU,Y:POKEU+SS,4:FORT=1TO10:NEXT:G
OTO505
600 IFU=P(1)+O(1)*22+KTHENP(1)=1:O(1)=2
601 IFU=P(2)+O(2)*22+KTHENP(2)=1:O(2)=21
602 IFU=P(3)+O(3)*22+KTHENP(3)=20:O(3)=2
603 IFU=P(4)+O(4)*22+KTHENP(4)=20:O(4)=2
1
604 SC=SC+10
605 POKEU,15:POKEU+SS,4:POKEM1,200:FORT=
1TO200:NEXT:POKEM1,0:POKEM2,0:POKEU,32:G
OTO140
700 POKES1+S2*22+K,32:HP=HP-1
705 S=S1+S2*22+K:IFPEEK(S-Q)=RTHENPOKES-
Q,32
710 S1=INT(RND(1)*19)+1:S2=INT(RND(1)*19
)+2:IFPEEK(S1+S2*22+K)<>32THEN710
715 FORT=255TO127STEP-1:POKEM2,T:NEXT
720 POKES1+S2*22+K,W:POKES1+S2*22+K+SS,7
:GOTO140
790 S=S1+S2*22+K:IFPEEK(S-Q)=RTHENPOKES-
Q,32
791 POKES1+S2*22+K,15:FORL=255TO127STEP-
1:POKEM1,L:NEXT:GOTO20
800 POKEU,15:POKEU+21,15:POKEU+23,15:POK
EU-21,15:POKEU-23,15
810 POKEM1,150:FORL=10TO5STEP-.5:POKE368
78,L:FORT=1TO100:NEXT:NEXT:POKEM1,0
820 POKEU,32:POKEU+21,32:POKEU+23,32:POK
EU-21,32:POKEU-23,32:SC=SC+100
830 BS=BS-1:IFBS=0THENLI=LI+1:GOTO990
840 GOTO100
900 POKE36869,240:POKE36879,25:PRINT"■YO
U SCORED"SC
901 FORT=128TO255:POKEM2,T:NEXT:POKEM2,0
910 PRINT"QQANOTHER GO?"
920 GETA$:IFA$="Y"THENRUN
930 IFA$="N"THENEND
940 GOTO920
990 FORL=128TO227:POKEM2,L:SC=SC+10
991 PRINT"SRESC="SC
992 NEXT:POKEM2,0:FORT=1TO300:NEXT:GOTO2
0
```





Morag the Shapeshifter has siezed the Crown of Dumnovia and is out to find the other four crowns that make up the Kingdom of Britain. The five crowns were struck from the legendary Dragontorc of Avalon in the distant past, and if brought together again will allow the keeper fantastic power. Morag interids to control this Torc of Power and subject Saxon Britain to decades of tyranny. However, you can take the role of Maroc and Mage, seek out the remaining crowns, combat Morag and release your old tutor Merlyn from her evil spell.

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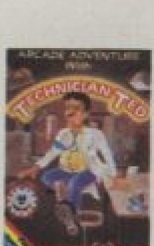
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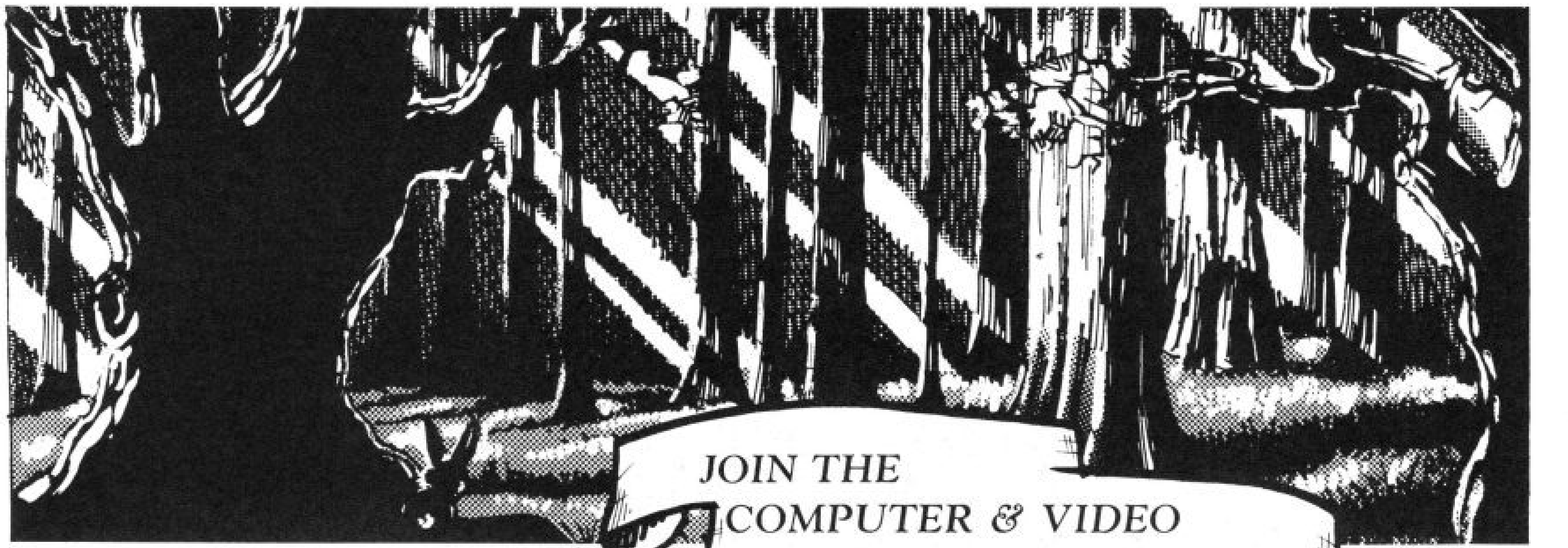
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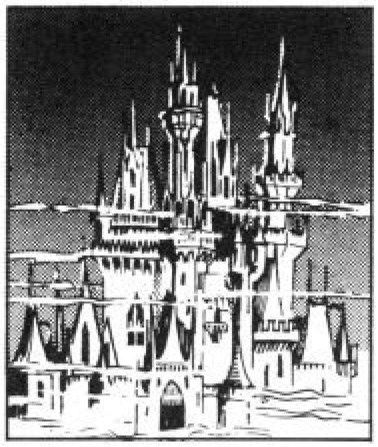
On joining, you receive an attractive high-quality badge. Wear it and be recognised by fellow members!

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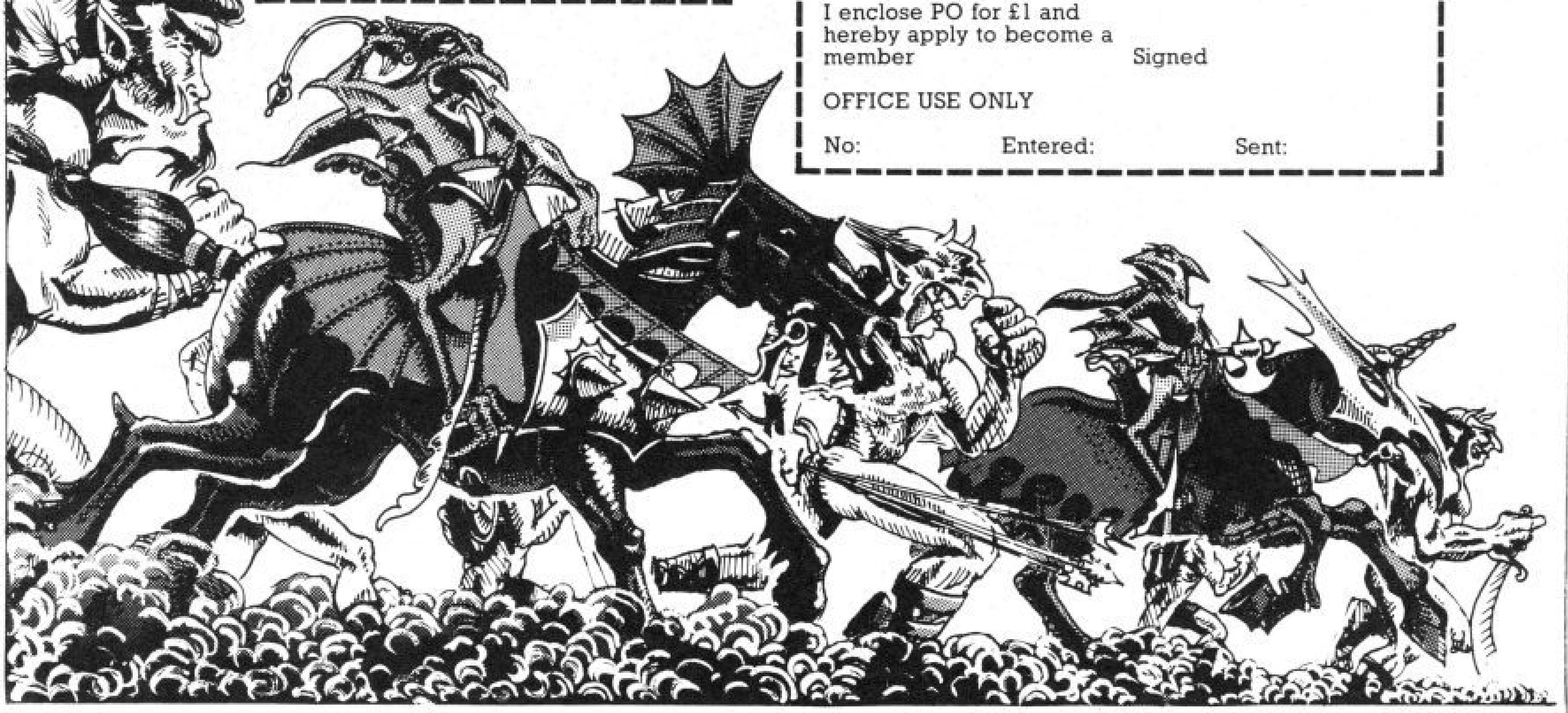
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OFFICE USE ONLY

No: Entered: Sent:







Initialise

```
1    REM RUN MACHINE CODE
2    REM SUPPORT PROGRAM
3    REM SEE APPENDICES
10   SCREEN 1, 2 : KEY OFF : CLS : PRINT "▲▲▲▲▲▲▲▲▲▲STUNTMAN
     ": PRINT : PRINT : PRINT
15   FOR I = 1 TO 8 : READ Q : A$ = A$ + CHR$( Q ) :
     NEXT : SPRITE$( 0 ) = A$ : A$ = ""
20   FOR I = 1 TO 32 : READ Q : A$ = A$ + CHR$( Q ) :
     NEXT : SPRITE$( 1 ) = A$
25   FOR I = 1088 TO 1095 : READ Q : VPOKE I, Q : NEXT :
     FOR I = 1152 TO 1191 : READ Q : VPOKE I, Q : NEXT :
     FOR I = 1216 TO 1223 : READ Q : VPOKE I, Q : NEXT
     FOR I = 1280 TO 1287 : READ Q : VPOKE I, Q : NEXT :
30   DEFUSR = 60118! : POKE 59997!, 1 : POKE 59998!, 1
40   ON STRIG GOSUB 900
50   NM = 3 : SC = 100
60   PRINT "Level▲of▲Difficulty▲(1-4)?";
65   K$ = INKEY$ : IF K$ = "" THEN 65
70   LD = VAL( K$ ) : IF LD < 1 OR LD > 4 THEN 65 ELSE
     PRINT LD
75   POKE 59999!, LD
90   PRINT : PRINT : PRINT : PRINT : PRINT "▲▲▲▲▲Hit
     ▲any▲Key▲to▲Start"
95   IF INKEY$ = "" THEN 95
```

New Round

```
100  STRIG( 0 ) ON : CLS : COLOR 1, 5, 5
105  IF NM = 0 THEN 600
110  FOR I = 6816 TO 6847 : VPOKE I, 23 : NEXT
115  PRINT : PRINT "▲▲▲▲▲▲" CHR$( 160 ) "▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲▲"
     CHR$( 160 ) : PRINT : PRINT : PRINT "▲▲▲▲▲▲▲!▲▲▲▲▲▲▲"
     CHR$( 160 ) :  PRINT "▲" CHR$( 160 ) "▲▲▲▲!!": PRINT
     "▲▲▲▲▲!!!": PRINT "▲▲▲▲!!!!"
     PRINT "▲▲▲!!!!": PRINT "▲▲!!!!": PRINT "▲!!!!!":
120  PRINT  "!!!!!!": PRINT "!!!!▲▲▲▲▲▲" CHR$( 146 ) CHR$(
     146 ) CHR$( 146 )  CHR$( 146 ) CHR$( 146 ) "▲▲▲"
     CHR$( 148 ) CHR$( 148 ) CHR$( 148 ) CHR$( 148 )
     CHR$( 148 )
125  PRINT "!!!▲▲▲▲▲▲" CHR$( 144 ) CHR$( 136 ) CHR$( 136)
     CHR$( 136 )  CHR$( 136 ) CHR$( 136 ) CHR$( 145 )
127  PRINT "▲▲" CHR$( 147 ) CHR$( 148 ) CHR$( 147 ) CHR$(
     147 ) CHR$( 147 )  CHR$( 148 ) : PRINT "!!!▲▲▲▲▲"
     CHR$( 144 ) CHR$( 136 ) CHR$( 136 )  CHR$( 136 )
     CHR$( 152 ) CHR$( 136 ) CHR$( 136 ) CHR$( 136 )
     CHR$( 145 ) ;
129  PRINT "▲▲" CHR$( 147 ) CHR$( 148 ) "▲▲" CHR$( 147 )
     CHR$( 148 ) :  PRINT "!!▲▲▲▲▲" CHR$( 144 ) ; : FOR
```

Illustration: Terry Rogers

RUNSON A

BY MELBOURNE H

A team of daredevils is attempting daring onto a trampoline.

To make a daredevil jump, press the SPA speed and the height!

You lose points for hitting the ground or man dies if he lands on the high-voltage wi

You can alter the effect of the wind on speed by changing the use of variables WS

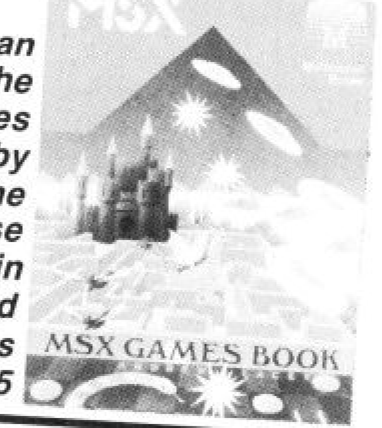
VARIABLES

LD — Level of difficulty
WS — Wind speed
T — Time parameter
F — Flying?
NW, NM — Number of wounds, number of men

STUNTMAN



This listing can be found in the MSX Games Book by Melbourne House available in all good bookshops price £6.95




```
      I = 1 TO 9 : PRINT CHR$( 136 ) ; : NEXT :  PRINT
      CHR$( 145 ) "▲▲" CHR$( 147 ) CHR$( 148 )
130   PRINT "¦▲▲▲▲▲▲¦¦¦¦¦¦¦¦¦¦¦¦¦▲▲" CHR$( 147 ) CHR$( 147)
      ; : FOR I = 1  TO 5 : PRINT CHR$( 148 ) ; : NEXT :
      PRINT : PRINT "▲▲▲▲▲▲▲¦▲¦▲▲▲▲▲¦▲¦¦▲▲" ; : FOR I
      = 1 TO 7 : PRINT CHR$( 147 ) ; : NEXT : PRINT
135   PRINT "▲▲▲▲▲▲▲¦▲▲▲▲▲▲▲▲▲▲¦▲▲▲▲"; : FOR I = 1 TO
      5 : PRINT  CHR$( 147 ) ; : NEXT : PRINT : PRINT
      "▲▲▲▲▲▲▲¦▲▲▲▲▲▲▲▲▲▲¦": PRINT :  PRINT : PRINT :
      PRINT "¦¦¦¦¦>"; CHR$( 11 ) ;
140   WS = 5 : F = 0 : T = 0 : NW = 0 : GOSUB 1000
150   PUT SPRITE 1, ( 255, 40 ) , 1
160   VPOKE 8194, 229 : VPOKE 8209, 165 : VPOKE 8210,
      229 : VPOKE 8211, 149 : VPOKE 8212, 197
```

Control

```
200   D = USR( D )
205   IF VPEEK( 6917 ) > ( 255 - LD ) THEN VPOKE 6916,
      INT( RND( 1 ) * 85 ) : SC = SC - 10 : GOSUB 1000
210   IF F = 0 THEN 200
220   GOSUB 300
230   IF X < 5 OR X > 250 THEN 550
240   IF Y < 105 THEN 200
250   IF X > 85 AND X < 140 THEN GOSUB 350 : GOTO 200
260   IF X > 160 AND X < 210 THEN GOSUB 450 : GOTO 200
270   IF X < 30 THEN 400
280   GOSUB 500 : GOTO 200
```

Move Man

```
300   XV = 3 + LD / 3 : M = 50
310   T = T + 1 : X = WS * T * T / M - XV * T + XI : Y
      = 4.9 * T * T / M + YI
320   X = INT( X ) : Y = INT( Y ) : A$ = "n"+ STR$( N )
      : IF T / 3 = INT( T / 3 ) THEN PLAY "m6508615s10xa$;":
      N = N - 1
325   IF X > 255 THEN X = 255
327   IF X < 0 THEN X = 0
330   PUT SPRITE 0, ( X, Y ) , 10
340   RETURN
```

Man Hits Target

```
350   IF X > 105 AND X < 117 THEN SC = SC + 200 : M$ =
      "SUPERB!!!!!▲▲▲▲": PLAY "18n5018n4512n50": GOTO 360
355   SC = SC + 100 : M$ = "GOOD▲JUMP▲▲▲"
360   WS = INT( RND( 1 ) * 10 ) : GOSUB 1000 : GOSUB 1300 :
      F = 0 : T = 0
370   RETURN
```

UNS (N AN MSX

BOURNE HOUSE

pting (daring leap from an aeroplane

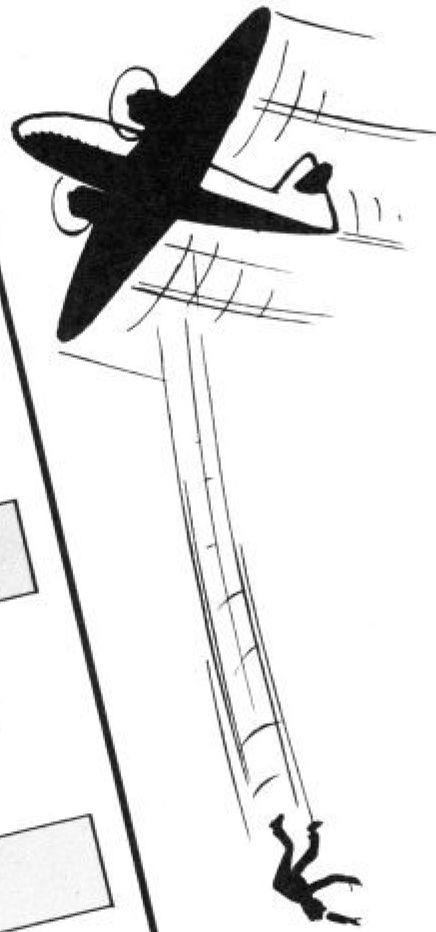
ress th SPACE bar but watch the wind

ne grond or the picket fence and your gh-voltge wires.

the wid on the man's flight path and variabls WS and T in line 310.

M$ — Message
X, Y — Man's co-ordinates
RN, SC — Round number, score
XI, YI — Initial co-ordinates

er of mn



Man Hits Wires

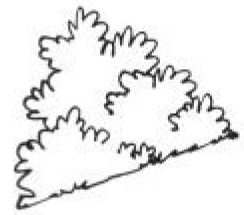
```
400   GOSUB 1200 : CLS : PRINT "▲▲▲STUNT▲MAN▲ELECTROCUTED!!":
      NM = NM - 1 : PUT SPRITE 0, ( 100, 200 ) : PUT SPRITE
      1, ( 255, 200 )
410   FOR TM = 1 TO 3000 : NEXT : SC = SC - 100 : GOTO 100
```

Man Hits Fence

```
450   M$ = "HIT▲THE▲FENCE!!": SC = SC - 50 : PLAY "154m1200s1
      0n74r20n74"
460   WS = INT( RND( 1 ) * 10 ) : GOSUB 1000 : F = 0 :
      T = 0 : NW = NW + 1 : GOSUB 1300
470   IF NW > 2 THEN 700
480   RETURN
```

Man Hits Ground

```
500   M$ = "OUCH-TRY▲AGAIN!": SC = SC - 30 : NW = NW +
      1 : PLAY "12n7"
510   WS = INT( RND( 1 ) * 10 ) : GOSUB 1000 : GOSUB 1300 :
      F = 0 : T = 0
520   IF NW > 2 THEN 700
530   RETURN
```



Man Out Side

```
550   GOSUB 1200 : CLS : PRINT "STUNT▲MAN▲DROWNED▲IN▲SWAMP▲-":
      PRINT "A▲LONG▲WAY▲FROM▲THE▲TARGET!!"
560   PUT SPRITE 0, ( 200, 200 ) : PUT SPRITE 1, ( 200,
      200 ) : FOR TM = 1 TO 3000 : NEXT
570   NM = NM - 1 : GOTO 100
```

Game Over

```
600   CLS : PRINT "▲▲▲▲▲▲▲▲▲GAME▲OVER": PRINT : PRINT :
      PRINT
610   PRINT "▲▲YOUR▲SCORE▲WAS"; SC
620   PUT SPRITE 1, ( 100, 200 ) : PUT SPRITE 0, ( 100,
      200 )
630   END
```

Man Out of Action

```
700   F = 1 : CLS : PRINT "STUNT▲MAN▲OUT▲OF▲ACTION▲-":
      PRINT "TOO▲MANY▲ACCIDENTS"
710   PUT SPRITE 0, ( 200, 200 ) : PUT SPRITE 1, ( 200,
      200 ) : NM = NM - 1 : FOR TM = 1 TO 3000 : NEXT
720   GOTO 100
```

Space Bar Pressed

```
900   IF F = 1 THEN RETURN
910   K1 = VPEEK( 6916 ) : K2 = VPEEK( 6917 ) : PUT SPRITE
      0, ( K2, K1 ) , 10 : F = 1 : T = 0 : M$ = "GERONIMOOO!!
      ▲▲▲": GOSUB 1300
920   Y1 = K1 : X1 = K2 : N = 50 : RETURN
```



Update Score

```
1000  FOR I = 1 TO 22 : PRINT : NEXT : PRINT "Wind▲Speed";
      WS ; TAB( 13 ) ; "Total▲Score"; SC ; CHR$( 11 ) ;
1010  FOR J = 6895 TO 6910 : VPOKE J, 32 : NEXT
1020  RETURN
```

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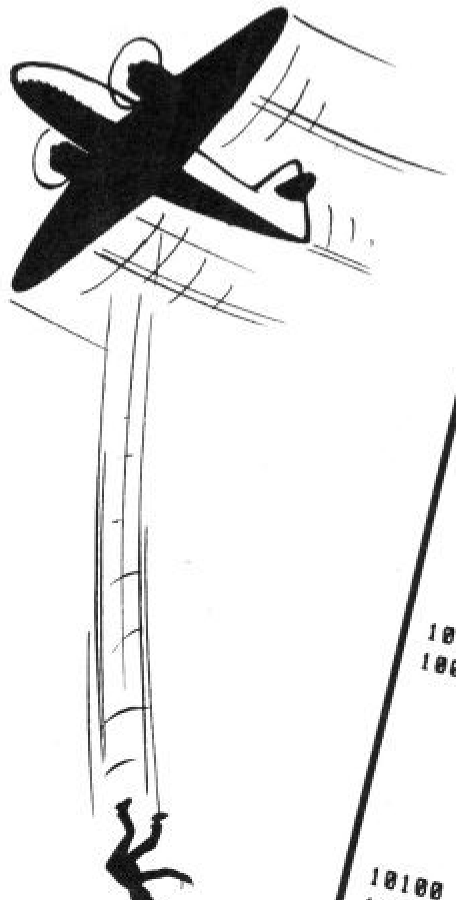
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```
1200    CLS : PLAY "1?m1000s14n33n33n33n33n33n33n33n33n33n33":
        FOR I = 15 TO 1 STEP - 1 : FOR T = 1 TO 100 : NEXT :
1250    COLOR 15, 1, 1 : NEXT
        RETURN
```

Man Dead

```
1300    PRINT CHR$( 11 ) ; : FOR I = 1 TO 23 : PRINT : NEXT :
        FOR I = 1 TO 13 : PRINT CHR$( 28 ) ; : NEXT
1310    PRINT M$ ; CHR$( 11 ) ; : RETURN
```

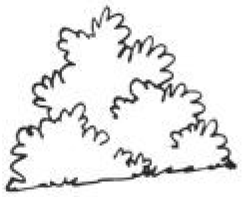
Message

```
10000   DATA 153, 255, 60, 24, 60, 36, 102, 195
10010   DATA 0, 0, 0, 0, 112, 120, 60, 30, 127, 255, 255, 127,
        1, 0, 0, 0, 0, 0, 0, 0, 4, 14, 30, 62, 254, 255,
        255, 254, 254, 240, 120, 60, 28
```

Sprite Data

```
10100
10102   DATA 170, 85, 170, 85, 170, 85, 170, 85
10104   DATA 1, 2, 4, 10, 17, 34, 85, 138
10106   DATA 128, 64, 32, 80, 136, 68, 170, 81
10108   DATA 0, 0, 0, 0, 0, 0, 255, 36
10110   DATA 56, 56, 56, 56, 56, 56, 56, 56
10112   DATA 16, 56, 56, 56, 56, 56, 56, 56
10114   DATA 24, 60, 126, 126, 126, 60, 24, 0
        DATA 16, 56, 84, 186, 84, 186, 84, 16
```

Character Data



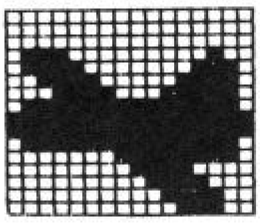


ChexSum Table

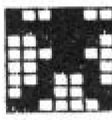
1	= 0	205	= 5451	550	= 6423
2	= 0	210	= 921	560	= 3636
3	= 0	220	= 207	570	= 1392
10	= 3283	230	= 1634	600	= 2207
15	= 4011	240	= 1043	610	= 1645
20	= 3483	250	= 2529	620	= 2042
25	= 9710	260	= 2797	630	= 129
30	= 2571	270	= 916	700	= 5121
40	= 864	280	= 1069	710	= 4739
50	= 1002	300	= 1562	720	= 489
60	= 2670	310	= 5718	900	= 835
65	= 1572	320	= 7813	910	= 6864
70	= 3287	325	= 1564	920	= 1800
75	= 855	327	= 1074	1000	= 5591
90	= 3579	330	= 832	1010	= 1883
95	= 1034	340	= 143	1020	= 143
100	= 1329	350	= 6462	1200	= 7838
105	= 892	355	= 2357	1250	= 143
110	= 1768	360	= 3386	1300	= 3966
115	= 11684	370	= 143	1310	= 1111
120	= 15549	400	= 6920	10000	= 1630
125	= 6094	410	= 2884	10010	= 7656
127	= 14521	450	= 4400	10100	= 1640
129	= 13949	460	= 4468	10102	= 1289
130	= 12354	470	= 1001	10104	= 1575
135	= 9326	480	= 143	10106	= 1084
140	= 2280	500	= 4350	10108	= 1424
150	= 975	510	= 3386	10110	= 1420
160	= 2990	520	= 1001	10112	= 1516
200	= 691	530	= 143	10114	= 1525
				Total=	287396



Sprite Shapes



PLANE



STUNTMAN



RUNS ON A COMMODORE 64

A massive disaster on one of the North Sea's largest oil rigs has endangered the lives of hundreds of men. One of the superstructure's metal legs has already collapsed and a second is almost at breaking point.

As the pilot of an air-sea rescue helicopter, it is up to you to fly into the disaster zone and airlift the men to a waiting cargo ship, which will then take them back to dry land.

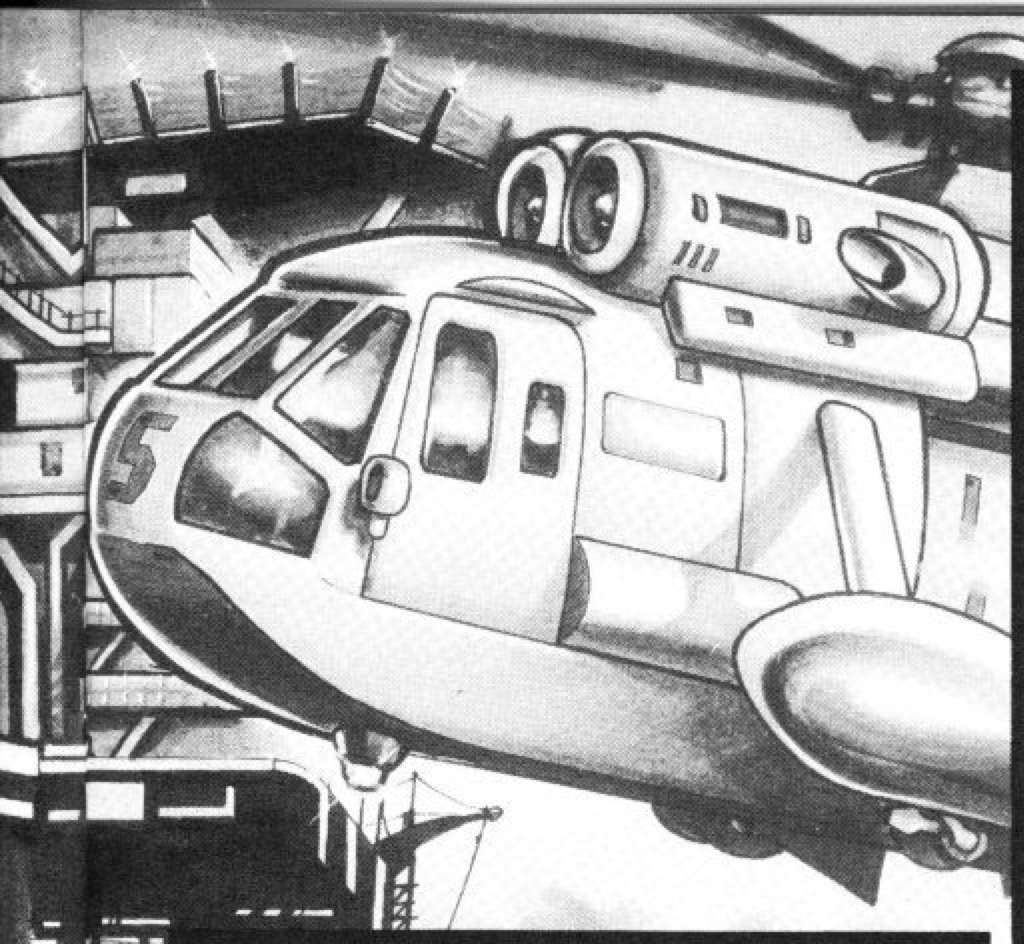
Gale force winds and huge waves make flying difficult, and landing almost impossible. One wrong push of the joystick can send you, and your passengers, crashing into the sea or the bridge of the ship.

Full instructions are included in the listing.

BY CHRISTOPHER NEEDHAM

```
1 REM ************************************
2 REM * HELICOPTER (C) 1984 C.NEEDHAM *
3 REM ************************************
10 PRINT"■":POKE53281,13:POKE53280,5
20 GOSUB10000
30 V=53248:SC=0:HS=0:H=3:PRINT"■":POKE53
281,14:POKE53280,0:L=1
35 S=106:T=133:E=187:D=108
40 PRINTCHR$(142)CHR$(8)
50 PRINT"■■SCORE:■        ■HELICOPTERS ■3
■HI-SCORE:■ "
60 PRINT"□────────────────────────────────
───────────□"
62 FORX=1TO16
64 PRINT"■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■"
65 NEXTX
70 PRINT"■────────────────────────────────
───────────"
80 DATA0,0,0,0,0,0,0,0,0,0,192,0,0,192,0
,1,192,0,3,96,0,1,64,0,10,160,0
90 DATA187,208,0,42,170,170,42,170,170,4
1,153,153,10,170,170,5,85,85
100 DATA42,170,170,42,170,170,0,0,0,0,0,
0,0,0,0,0,0
110 POKE2040,191
120 FORN=0TO62:READQ:POKE12224+N,Q:NEXTN
130 POKEV+28,191:POKEV+23,3:POKEV+29,51
140 POKEV+37,0:POKEV+38,1:POKEV+39,12
150 DATA0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
0,0,0,0,0,0,0,0,0,0,0,0,0
160 DATA191,255,224,170,170,168,153,153,
154,170,170,168,85,85,84
170 DATA170,170,160,170,170,160,0,0,0,0,
0,0,0,0,0,0
180 POKE2041,192
190 FORN=0TO62:READQ:POKE12288+N,Q:NEXTN
200 POKEV+37,0:POKEV+38,1:POKEV+40,12
240 DATA0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,
0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
250 DATA1,85,85,0,1,0,128,10,128,160,42,
144,170,170,168,42,170,168,2,171,160
260 DATA0,3,0,0,1,0
270 POKE2047,193
280 FORN=0TO62:READQ:POKE12352+N,Q:NEXTN
290 POKEV+37,0:POKEV+38,1:POKEV+46,7
300 DATA0,0,0,0,0,0,0,0,0,0,0,0,170,0,
2,170,148,10,170,164,10,254,164
310 DATA43,254,168,43,171,232,171,171,17
0,171,170,170,43,171,168,43,171,232
320 DATA11,254,164,10,254,164,2,170,148,
0,170,0,0,0,0,0,0,0,0,0,0
340 POKE2044,195:POKE2045,195
350 FORN=0TO62:READQ:POKE12480+N,Q:NEXTN
360 POKEV+43,6:POKEV+44,2
399 POKEV+21,247
400 A=0:B=48:Y=160
410 FORX=0TO180:GOSUB500
```

Illustration: Ivan Allen



```
420 J=PEEK(56320)
430 IFJ=126THENB=B-1
440 IFJ=125THENB=B+1
450 POKEV,X:POKEV+1,Y:POKEV+2,X+50:POKEV
+3,Y
460 POKEV+14,A:POKEV+15,B
465 POKEV+8,S:POKEV+9,T:POKEV+10,E:POKEV
+11,D
470 IFB<48THENB=48
480 IFB>173THENB=173
490 A=A+3:IFA>240THENA=0
492 IFL=3THEN990
495 NEXTX:GOTO410
500 POKE54276,0:POKE54277,0:POKE54272,0
510 POKE54276,17
520 POKE54296,15:POKE54277,64
530 POKE54273,10:POKE54272,255:POKE54276
,33
550 POKEV+30,0:IF(PEEK(V+30)AND133)=133T
HEN600
552 POKEV+30,0:IF(PEEK(V+30)AND130)=130T
HEN800
554 POKEV+30,0:IF(PEEK(V+30)AND144)=144T
HEN600
556 POKEV+30,0:IF(PEEK(V+30)AND160)=160T
HEN600
560 RETURN
600 H=H-1:PRINT"";H
605 IFH<=0THEN9000
610 FORB=BTO173:POKEV+14,A:POKEV+15,B:NE
XTB
730 FORN=0TO500:NEXT:GOTO399
800 SC=SC+INT(RND(0)*5)*10+U:PRINT"";SC
801 HS=SC:PRINT"";HS
805 L=L+1:IFL=3THEN399
810 POKEV+21,0:PRINT""
820 PRINT"WELL DONE!"
830 PRINT"YOU HAVE LANDED YOUR"
840 PRINT"HELICOPTER SAFELY ON THE"
850 PRINT"BOAT"
865 FORN=0TO2500:NEXTN:POKEV+46,13:POKEV
+43,2:POKEV+44,6
870 PRINT"                "
880 PRINT"                "
890 PRINT"                "
900 PRINT"                "
920 S=125:T=150:E=70:D=70
940 IFL=>3THEN1000
950 GOTO399
990 FORN=0TO1500:NEXTN
1000 POKEV+21,0:PRINT"":POKE53281,3:POK
E53280,8:POKE646,0
1010 PRINT"WELL DONE!"
1015 PRINT"YOU HAVE LANDED YOUR H
ELICOPTER"
1020 PRINT"SAFELY ON THE BOAT
"
1030 PRINT"AND YOU HAVE COMPLETED
 THE GAME"
1035 FORF=0TO2000:NEXTF
1040 IFSC=>HCTHENSC=HC
1050 PRINT"":POKE53280,0:POKE53281,0
1060 PRINT"HALL OF FAME"
1070 PRINT"             "
1080 PRINT"ENTER YOUR INITIA
LS"
1090 PRINT"(NO MORE THAN 3 LETTE
RS)"
1100 INPUT"";A$
1110 IFLEN(A$)>3THEN1100
1120 PRINT"HIGH SCORER...";
A$
1130 PRINT"DO YOU WANT ANOTHER GAM
E (Y/N)?"
1140 GETB$:IFB$="Y"THENSC=0:L=1:RUN
1150 IFB$<>"N"THEN1140
8999 STOP
9000 PRINT"GAME OVER
"
9001 FORF=0TO1500:NEXTF
9005 POKEV+21,0:PRINT"":POKE53281,5:POK
E53280,6:POKE646,0
9010 PRINTCHR$(14)CHR$(9)"|OU HAVE
 CRASHED 3 HELICOPTERS!"
9020 PRINT"DO YOU WANT ANOTHER G
AME? (Y/N)"
9030 GETA$:IFA$="Y"THENRUN
9040 IFA$<>"N"THEN9030
9999 STOP
10000 PRINT"":POKE53280,0:POKE53281,0:
POKE646,1
10010 PRINT"HELICOPTER (C) 1984 CH
RISTOPHER NEEDHAM"
10030 PRINT"ANY UNAUTHORISED COPYING
 OF THIS PROGRAM"
10040 PRINT"IS FORBIDDEN.
"
10050 PRINT"PRESS ANY KEY
TO BEGIN"
10060 GETA$:IFA$=""THEN10060
20000 PRINT"":POKE53280,9:POKE53281,13
:POKE646,0
20005 PRINTCHR$(14)CHR$(9)"
"
20010 PRINT"            "
20020 PRINT"|OU ARE THE PILOT OF A HE
LICOPTER AND"
20030 PRINT"YOU HAVE TO TRY TO LAND IT
 ON THE SHIP."
20040 PRINT"|OU HAVE 3 HELICOPTERS AND
 WHEN YOU"
20050 PRINT"LAND YOU GET MYSTERY BONUS
 POINTS AND"
20060 PRINT"YOU GO TO THE NEXT HARD
ER LEVEL."
20070 PRINT"USE (PORT 2) TO G
O UP AND DOWN"
20080 PRINT"|OU MUST LAND ON THE
 STRIP.-ON'T"
20090 PRINT"CRASH INTO THE BRIDGE OF T
HE BOAT,THE"
20100 PRINT"AIR-SHIPS OR THE WA
TER."
20110 PRINT"
"
20120 GETA$:IFA$=""THEN20120
20130 RETURN

READY.
```

PROFESSOR VIDEO'S GAMES WORKSHOP



Hi there! It's time for the latest lesson in Prof Video's teach-yourself-how-to-get-hi-scores course. This issue we kick off the class with tips on the number one game of the moment, *Ghostbusters*! The tips come from Neil Palihakkara, from Harrow, who has been busting ghosts on the 64, and Michael King, from Hertfordshire who is a spectral Spectrum gamester. The tips apply to both versions.

GHOSTBUSTERS

- The best/most economical franchise is best made up in this way: 1963 Hearse, Marshmallow Sensor Image Intensifier, three ghost traps, ghost bait, ghost vacuum.
- Don't waste time going out of your way to freeze Roamers on your way to the red flashing buildings.
- Don't waste time waiting for the buildings to start flashing red — go back to Ghostbusters HQ for more men and traps.
- When the city's PK energy reaches around 5000, the Marshmallow Man will appear. When a Marshmallow Alert sounds, quickly press Run/Stop — this freezes the action and allows you to get ready to hit the "B" for bait key. When you are ready, hit the Run/Stop key again and quickly hit "B". Neil says this is a guaranteed way of getting the Marshmallow Man — and the extra cash! So if it doesn't work, blame him!
- When the city's PK energy reaches 9999, and if you've earned enough cash to carry on, you'll get the command "Go to Zuul!" Here you must sneak past the Marshmallow Man, who is guarding the entrance to the temple. Wait until old MM is as far to the left as he will go and then slip two Ghostbusters through the door. Remember — you must have at least three busters in your ghostmobile. If you lose one and you don't have a back-up, then all your efforts to close the portal to the spirit world will be in vain.
- There are many techniques for actually catching a ghost. But Prof Video reckons the best way goes like this. Once your first buster is out on the street, make sure he drops the ghost-trap roughly in the centre of the screen, then move him over to the far left hand side before getting buster number two out of the car. Don't panic and rush about — this only leads to mistakes, like getting your ghostbusters facing in the wrong direction!

STAFF OF KARNATH

Staff of Karnath is the first game for the 64 from the mysterious Ultimate — see our review next issue. Jim Donnelly from Belfast has passed on some early hints and tips about spells.

The Ibrahim spell stops large trolls for a second and destroys smaller ones. The Throbin spell makes things levitate.

To reach the part of the pentacle in the Timeless Room, hit the carpet with the Throbin spell then quickly walk onto it. One flying carpet! This spell can also be used on the serpent.

The Stoly spell shuts down the electric door long enough for you to sneak through.

The Prof expects every *Karnath* player to do his duty and let him know a few more tricks!

BACKPACKER'S

Meanwhile, the people at Fantasy have cottoned on to the Prof and sent him a brief Backpacker's Guide to Playing the Game.

- USE OF TNT

TNT is used to gain access to keys that are diagonally below the brickwork when reaching a dead end.

Different colours of TNT have different values — the colour to use depends upon the thickness of rock. The colour sequence is the same as on the Spectrum keyboard.

To use TNT, you must drop it into the cavity and walk completely off the brickwork. The screen will then flash blue and you can return to see if the value of TNT was correct.

- USE OF KEYS

Keys are used to open doors and the correct colour to use depends on the colour of the ground work in which the door lies. The colours are as follows: BLUE 2 keys (1 not used — red herring!), GREEN 5 keys, YELLOW 5 keys, MAGENTA 2 keys, (1 is the exit/entry key).

In some cases you must have the correct yellow key to open yellow doors etc. The keys do look different.

- USE OF DISKS

Disks are put into the direction indicator so that one of the arrows lights up. This arrow points to the general direction of the exit key.

- USE OF CRYSTALS

These are used to transfer Ziggy from one area of the map to another (sort of secret passage).

- BACKPACK STATUS

The Backpack Status displays the current conditions of any creatures in the Backpack. The Status changes from normal through to critical when Ziggy has suffered many hits from aliens in the caverns.

Q*BERT

Mitchell Reynolds has come up with a way to get extra lives on Superior Software's *Q*Bert* for the Beeb. Once you've played the game once, press the BREAK key and, while this is still depressed, hit the ESCAPE key. After releasing both, the program can be listed and by changing the value of MEN% on line 2900 you can get more lives.

PARSEC & ALPINER

Finally some tips on TI games from Adam Sotheran from Cheshire, who is a *Parsec* addict.

To kill Dramites, Adam says you must go to the bottom of the screen and go to Lift 2. Wait for it to come down, enter and then go up the screen firing all the time.

On *Alpiner*, if you want to stop, but don't want to lose any time, try stopping and pressing the fire button. This will fool your TI into thinking you are moving — but will not deduct any time.

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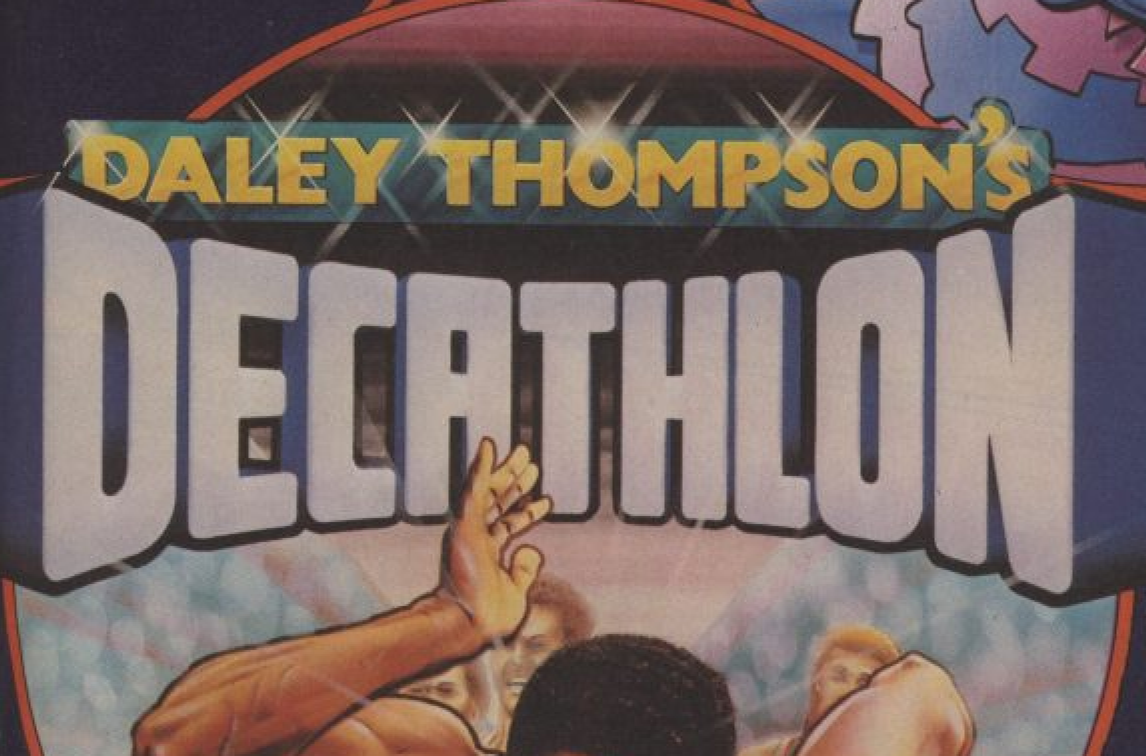
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PORTRAIT DUNGEON

Welcome adventurer to PORTRAIT DUNGEON. Your mission is to locate and safely store the treasures of the dungeon.

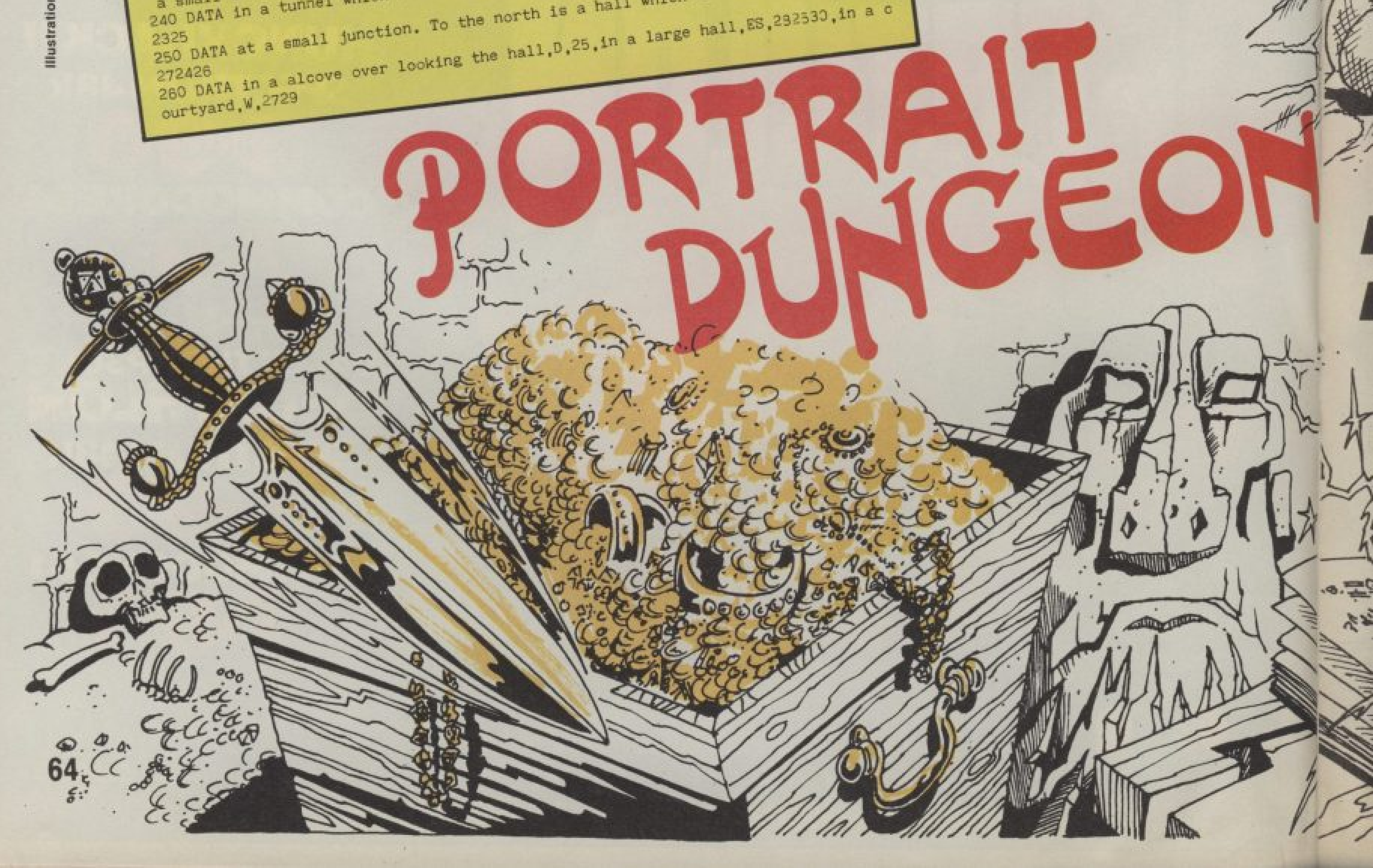
To help you achieve this, I shall act as your puppet and tell you of all that I see and hear around me. You can tell me what to do by using simple two-word commands like GO NORTH or READ BOOK. If you should at any time type a command which I do not understand, try rephrasing it using a different verb or noun.

Before entering this program type POKE 82,0:POKE 38,39 and then press RETURN. Also, to enter some of the longer logic lines it will be necessary to use the abbreviation for commands shown in the Basic Reference Manual. It may, in some cases, be necessary to close some of the gaps between command statements to get the program line to fit.

Lines – 580, 2430, 20000, 200020, 20050, 20070, 20090, 20100, 20110, 20130, 20140, 20150, 20160, 20180, 20190, 20230 and 20265 all start with clear screen commands. The text in lines 470,610 and 20,200 should be typed in inverse video. When entering line 600, type the following between the quotation marks, press the ESC key, then hold down the CTRL key and press – key. Then hold down the CTRL key and press the R key 40 times. To save both programs on tape, use SAVE:C, saving the title programs first, then to load and run this Adventure from tape, type RUN"C:.

```
10 POKE 9,255:POKE 2,85:POKE 3,185:TRAP 20280:POKE 53774,84:POKE 32,1:POKE 33, 3
:POKE 710,160:POKE 709,10:GOTO 20
15 J=N:FOR X=N1 TO LEN(X$) STEP ST:IF A3$=X$(X,X+ST-N1) THEN J=(X-N1)/ST+N1:RETU
RN
16 NEXT X:RETURN
20 DIM R$(152),L$(1400),E$(192),D$(384),OB$(807),GT$(20),G$(92),VB$(233),NO$(320
),EX$(30),OV$(450),O$(35),X$(320)
25 DIM A$(40),A1$(4),A2$(4),A3$(4),LC(47,1),LB(74,1),OC(79,1):D$(1)=" ":D$(384)=
" ":D$(2)=D$:E$=D$
30 READ PN,M,W1,RT,IN,HE,PT,DR,CH,LT,TI,N,N1,N3,N4,N5,N9,BY,SI,CR,TH,FI,EM,BT,TT
,BL
35 DATA 0,39,76,455,0,0,0,0,0,0,0,0,1,3,4,55,99,0,0,0,0,0,0,0,0,0
40 FOR X=N1 TO 43:LC(X-N1,N)=LEN(L$)+N1:READ R$:L$(LEN(L$)+N1)=R$:LC(X-N1,N1)=LE
N(L$):READ R$:E$(X*N4-N3,X*N4)=R$
50 READ R$:D$(X*8-7,X*8)=R$:NEXT X
60 FOR X=44 TO 48:LC(X-N1,N)=LC(42,N):LC(X-N1,N1)=LC(42,N1):READ R$:E$(X*N4-N3,X
*N4)=R$:READ R$:D$(X*8-7,X*8)=R$:NEXT X
70 FOR X=N1 TO 75:LB(X-N1,N)=LEN(OB$)+N1:READ R$:OB$(LEN(OB$)+N1)=R$:LB(X-N1,N1)
=LEN(OB$):READ Z,Z1:OC(X-N1,N)=Z
75 OC(X-N1,N1)=Z1:NEXT X:R$(N1)=" ":R$(114)=" ":R$(2)=R$:GT$="NESWDABCFGHIJKLMOP
QR"
80 G$="NORTEASTSOUTWESTDOWNPAINSHOPALLESHEDTREECAVEHOLEPASSSTAIROPEDOOROPENBOATT
UNNDUNGLAKEROADWELL"
90 VB$="N   E   S   W   D   GO  CLIMENTECROSWALKRUN LOOKEXAMTAKEGET DROPI   INVE
HELPSCORREADOPENCLOSUNLOLOCKGIVEDIG CLEA"
100 VB$(113)="WASHBLOWTIE UNTIPULLMOVEFILLEMPTBUY REPLSHAKKILLATTAREMOWISHPRAYST
ANEAT LIGHTHROSLEEKNEEINSEQUITSAVELOAD"
105 VB$(217)="POURUNSCINV "
110 NO$="PAINSHOPALLESHEDTREELAKECAVEHOLEPASSSTAIWELLDOORROADBOATTUNNDUNGROPEEND
        ALTASPHESHELBINSSIGNLEVESCAR"
120 NO$(109)="WALLTAPEBUTTCIRC    ROCKGRAFMAN DEMOTROLKEEPSTATZOMBLAMPSCRESHOVNE
STSANDSWORFLINBAR HANDMONEBOOKSCROCARD"
130 NO$(213)="KEY MIRRTHROPEDECHESSACKSTONCOINCRYSBAG SCEPRINGMEDACROWIDOLHORNCH
ALNECKAMULBRACDAGGDIAMSELFPOCK"
135 NO$(309)="LEFTRIGHWATE"
140 DATA in a small room,EW,2*1*7*,in a store room,E,0*,in a hallway,NW,3*0*,on
a street,SB,2*4*
150 DATA inside a do-it yourself shop,W,3*,on a empty street,SC,3*8*,in a alley,
W,5*
160 DATA standing before the entrance to a very unpleasant looking Dungeon,ERF,9
*158*,inside a wooden shed,S,7*
170 DATA standing on the shore of a misty  lake. I can just make out the outline
of a cliff on it´s far shore,WSG,7*101312
180 DATA in an open field,NE,9*11,in a corn field,W,10,on a sandy beach at the f
oot of a unclimbable cliff,HP,149*
190 DATA standing on a branch. From here I can see the cliff more clearly and I
can see a cave at it´s base,D,9*
200 DATA in a dry cave,W,12,in a vast chamber,NESW,7*161723,in the Guard room,W,
15,at a junction with four passages,NESW
210 DATA 15191837,in a short passage blocked to the south by fallon rocks. Which
are warm to the touch,N,17
220 DATA in a empty room,EW,2017,in a twisting passage which seems very warm at
it´s south end,NS,1921
230 DATA in a small cave. The walls of    which are glowing red hot!,EI,2022,in
a small chamber,N,21
240 DATA in a tunnel which has been cut    from the rock,NE,2415,in a tunnel,SW,
2325
250 DATA at a small junction. To the north is a hall which seems very quiet,NEK,
272426
260 DATA in a alcove over looking the hall,D,25,in a large hall,ES,232530,in a c
ourtyard,W,2729
```

Illustration: Dorian Cross



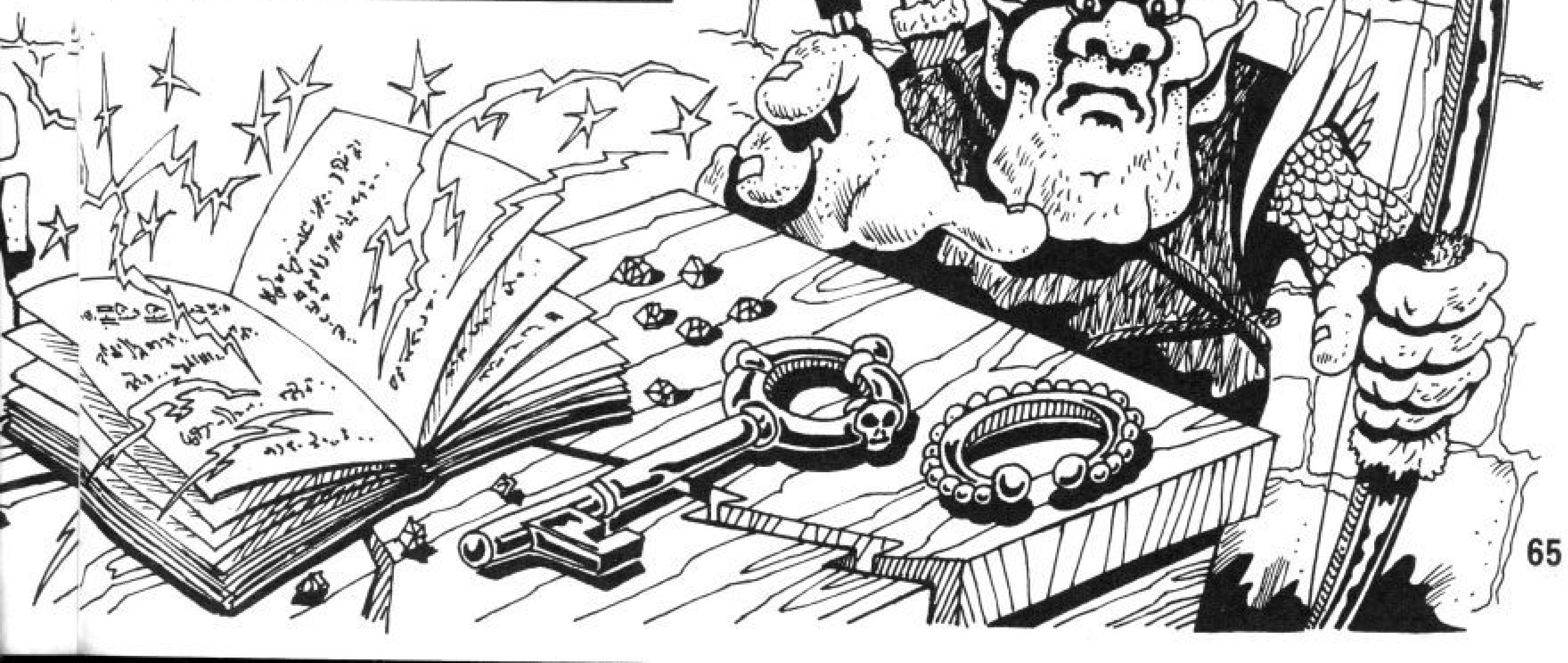




```
270 DATA at the bottom of a deep well.      Standing knee deep in mud,,,in a hidd
en passage,S,2731
280 DATA at a stone junctio ,NESW,3 53032,in a small room,E,31,in a stone passa
ge,NS,3431,in the royal treasure chamber
290 DATA S,33,in a room which has been cut from the rock,EW,3631,in a round room
,W,35
300 DATA in a large hall full of pillars,NESW,45174743,in the temple of the God
H2O,NS,4233,at the Altar,N,39
310 DATA in a large chamber. The roof  f    which has long slot's runni g back &
forth along it's length,N,4441
320 DATA in a secret chamber,W,40,lost among the pillars,NESW,45424333,NESW,4343
4346,NESW,43 0 447,NESW, 7454742
330 DATA NESW,48434  6,NESW,48473746
340 DATA Painting,0,4,Shop,3,1,Alley,5,1,Shed,7,1,Oak tree,9,1,Lake,3,1,Cave,12,
1,hole,21,1,Opening, 9,1,Stairs,25,1
350 DATA Wishing well,28,1,Closed door,30,1,Road,3,1,Boat with skeleton at oars,
99,3,Tunnel,39,1,Dark Dungeon,7,1,Rope,16,0
360 DATA End of rope,99,0,Rope tied to lever,99,1,Tied rope descending into the
well,99,1,Altar,39,1,Crystal sphere,0,0
370 DATA Shelf,4,1,Dust bins,6,1,Sign,7,1,Lever,35,1,Scarecrow,1 ,0,Wallpainting
,24,1,Tapestry,40,1,Butterflys of Death
380 DATA 99,6,Blue circle,1,1,Red circle,36,1,Rocks,18,1,Graffiti,32,1,Wise man,
14,2,Fire Demon,21,2,Troll, 3,2
390 DATA Shop keeper,4,2,Stone statue of God's,40,3,Zombie (holding a bow),26,2,
Lamp,8,0,Screwdriver,99,0,Shovel,9,0
400 DATA Nest,13,0,Dragon meat sandwich,8,0,Water sword,99,0,Flint & ste 1,8,0 4
ing steel bar,99,0,Door handle,99,0
410 DATA Money,99,0,Magic book,99,0,Scroll,99,0,Card,99,0,Key,99,0,Mirror,99,0,T
hrone,27,3,Pedestal, 2,3,Locked chest,34,3
420 DATA Empty sack,99,0,Dirty stone,99,0,*Gold coins*,99,0,*Glowing crystal*,99
,0,*Bag of gold coins*,99,0,*Scepter*,30,0
430 DATA *Strange ring*,99,0,*Gold medallion*,99,0,*Silver crown*,99,0,*Platinum
idol*,41,0,*Silver horn*,43,0
440 DATA *Empty gold chalice*,99,0,*Broken Necklace*,9 ,0 *Skull amulet*,9 ,0,*D
iamond bracelet*,29,0
450 DATA *Sapphire incrusted dagger*,99,0,*Huge diamond* 99 0
455 IF PN=26 AND OC(39,N)=PN THEN R$(1 ,152)="The zombie cowers back!"
457 IF PN=25 AND OC(39,N)=26 THEN R$(1 ,152)="I've got a bad feeling about this
..."
460 IF PN=26 AND OC(39,N)=PN AND OC(64,N)<>N5 THEN 2005
461 IF PN=27 AND OC(39,N)=26 THEN 2070
462 IF PN=12 THEN OC(13,N)=PN:BL=N:E$(40, )=" "
463 IF OC(17,N)=35 AND PN<35 THEN OC(17,N)=35:R$( ,M1)="The rope slips fro  my h
ands.":IN=IN-N1
465 IF BY<>N1 AND OC(41,N)=N5 AND PN<>N4 THEN 20
470 IF OC(61,N)<>N5 AND OC(61,N)<>PN AND PN>14 THEN ? "          IT'S TO DARK TO
SEE!":LT=LT+N1:GOTO 505
490 LT=N:EX$="":FOR X=N1 TO N4:PG=PN* 4+X:IF E$(PG,PG)="N" THEN  X$="North,"
500 IF E$(PG,PG)="E" THEN EX$(LEN(EX$)+N1)="East,"
510 IF E$(PG,PG)="S" THEN EX$(LEN(EX$)+N1)="South,"
520 IF E$(PG,PG)="W" THEN EX$(LEN(EX$)+N1)="West,"
530 IF E$(PG,PG)="D" THEN EX$(LEN(EX$)+N1)="Down,"
540 NEXT X:IF LEN(EX$)<>N THEN EX$(LEN(EX$))="."
550 Z=39:OV$="I can see: ":FOR X=N TO 74:IF OC(X,N)=PN THEN O$=OB$(LB(X,N),LB(X,
N1)):O$(LEN(O$)+N1)=",":GOTO 560
555 GOTO 590
560 IF LEN(OV$)+LEN(O$)<Z THEN OV$(LEN(OV$)+N1)=O$:GOTO 580
570 FOR X1=LEN(OV$)+N1 TO Z:OV$(X1,X1)=" ":NEXT X1:Z=Z+39:GOTO 560
580 NEXT X:? " ":? "I'm ";L$(LC(PN,N),LC(PN,N1));".":? :IF LEN(OV$)>11 THEN ? OV
$
590 IF EX$<>"" THEN ? :? "Some exits are: ";EX$
```

RUNS ON AN ATARI 800

BY PAUL COPPINS



```
600 POKE 82,N:POKE 83,39:? :? "":POKE 82,N1:POKE 83,39:?
605 IF A$<>"" THEN ? "You said: ";A$
610 ? :? R$:A$="":A1$=A$:A2$=A$:R$(N1)=" ":R$(152)=" ":R$(2)=R$:? "WHAT SHOULD I
 DO"::POKE 752,N:INPUT A$
620 POKE 53774,64:POKE 752,N1:IF LEN(A$)<N1 THEN 9000
630 IF A$(N1,N1)=" " THEN 9000
640 FOR X=N1 TO LEN(A$):IF A$(X,X)=" " THEN A1$=A$(N1,X-N1):GOTO 660
650 NEXT X:A1$=A$
660 IF X-N1<>LEN(A$) THEN A2$=A$(X+N1,LEN(A$)):IF A2$(N1,N1)=" " THEN 9000
670 IF LEN(A1$)<N4 THEN A1$(LEN(A1$)+N1)=" ":GOTO 670
680 IF LEN(A2$)<N4 THEN A2$(LEN(A2$)+N1)=" ":GOTO 680
690 ST=N4:X$=VB$:A3$=A1$:GOSUB 15:K1=J:IF K1=N THEN 9010
700 IF K1<6 THEN K2=K1-N1:GOTO 750
705 K1=K1-5:IF K1<7 THEN X$=G$:A3$=A2$:GOSUB 15:K2=J-N1:GOTO 720
710 X$=NO$:A3$=A2$:GOSUB 15:K2=J-N1:IF K2=-N1 THEN 9020
720 ON K1 GOTO 750,750,750,750,750,750,850,850,1080,1080,1150,1190,1190,1250,129
0,1320,1390,1430,1470,1510,1540,1580
730 ON K1-22 GOTO 1630,1630,1670,1710,1750,1800,1900,1850,1990,1940,1970,2030,20
60,2060,2110,2140,2160,2200,2220,2250,2290
740 ON K1-43 GOTO 2330,2340,2350,2390,2440,2470,1930,2110,1130
750 IF K2=-N1 THEN 9030
755 IF SI=N1 THEN R$(M,M1)="What on my knees!":GOTO RT
760 IF PN=29 AND K2=22 THEN 20110
770 IF PN=3 AND K2=21 THEN 20020
780 IF (PN=9 OR PN=12) AND K2=20 THEN 20100
790 IF PN=21 AND K2=11 AND OC(35,N)=PN THEN 20140
795 IF K2=11 AND PN<>21 OR K2>=20 THEN 9030
800 IF PN=33 AND K2=N AND OC(36,N)=PN THEN 9110
910 IF LT>=2 THEN 20090
930 ST=N1:X$=E$(PN*N4+N1,PN*N4+N4):A3$=GT$(K2+N1,K2+N1):GOSUB 15:SG=PN*3+N1+(J-1
)*2:IF J=N THEN 9030
935 IF K2=17 THEN R$(M,M1)="  ! He rows me across & I climbed out.":IF PN=12 THE
N R$(77,114)="He then rows away."
837 IF K2=14 THEN R$(77)="I climb to the end of the rope & drop the remaining te
n feet to the floor."
840 PN=VAL(D$(SG,SG+N1)):GOTO 9120
850 IF K2=19 THEN 9120
851 IF PN=N3 AND K2>78 AND K2<79 THEN CR=CR+K2:R$(M,M1)="The road looks clear.":
GOTO 8000
853 CR=N:IF K2=75 AND OC(50,N)=N9 THEN R$(M,M1)="There´s something in my pocket.
":GOTO RT
855 IF K2=76 AND OC(50,N)=N9 THEN OC(50,N)=PN:OC(49,N)=PN:GOTO 9040
856 IF K2>74 THEN 1070
857 IF OC(K2,N)<>PN AND OC(K2,N)<>N5 THEN 9060
860 IF K2=32 AND OC(73,N)=N9 THEN OC(73,N)=PN:GOTO 9040
870 IF K2=43 AND OC(65,N)=N9 THEN OC(65,N)=PN:GOTO 9040
880 IF K2=56 AND OC(64,N)=N9 THEN OC(64,N)=PN:GOTO 9040
890 IF K2=38 AND OC(74,N)=N9 THEN OC(74,N)=PN:R$(M,M1)="There´s something in it´
s hands!":GOTO RT
900 IF K2=20 AND OC(54,N)=N9 THEN OC(54,N)=PN:OC(69,N)=PN:R$(77,114)="There´s so
mething else":GOTO 9040
905 IF K2=20 THEN R$(M,M1)="There a impression for a sword.":GOTO RT
910 IF K2=23 AND OC(58,N)=N9 THEN OC(58,N)=PN:OC(70,N)=PN:GOTO 9040
920 IF K2=57 AND CH=N1 AND OC(63,N)=N9 THEN OC(63,N)=PN:GOTO 9040
930 IF K2=22 AND OC(41,N)=N9 THEN OC(41,N)=PN:GOTO 9040
940 IF K2=N THEN R$(M,M1)="It depicts the entrance to a Dungeon.":GOTO RT
950 IF K2=27 THEN R$(M,M1)="It shows a man on his death bed.":R$(77,114)="surrou
nded by butterflies of Death!":GOTO RT
960 IF K2=28 THEN R$(M,M1)="It shows a man on this death bed.":GOTO RT
965 IF K2=11 AND OC(49,N)<>N9 AND OC(47,N)<>66 THEN R$(M,M1)="There´s a hole.":G
OTO RT
967 IF K2=11 AND OC(47,N)=66 AND OC(49,N)<>N9 THEN R$(M,M1)="The steel bar sit´s
 in the hole.":GOTO RT
990 IF K2=11 THEN R$(M,M1)="It´s green.":GOTO RT
1000 IF K2=25 THEN R$(M,M1)="It has a steel ring fixed to the top.":GOTO RT
1010 IF K2=34 THEN R$(M,M1)="He looks hungry!":GOTO RT
1020 IF K2=10 THEN R$(M,M1)="Wooden pillars support the roof.":GOTO RT
1030 IF K2=64 THEN R$(M,M1)="It has the power to keep the":R$(77,114)="Undead at
 bay.":GOTO RT
1040 IF K2=47 THEN R$(M,M1)="There´s is some green paint on it.":GOTO RT
1045 IF K2=36 THEN R$(M,M1)="He look´s real mean.":GOTO RT
1050 IF K2=21 THEN R$(M,M1)="There´s a strange mist inside.":GOTO RT
1055 IF K2=N5 THEN 9150
1060 IF K2=40 THEN R$(M,M1)="The wick looks a bit odd!":GOTO RT
1065 IF K2=54 THEN R$(M,M1)="Ye God´s, something horrible":R$(77,114)="is lookin
g back.":GOTO RT
1070 R$(M,M1)="I see nothing special.":GOTO RT
1080 IF K2=79 THEN 1350
1093 IF K2>74 THEN 9050
1095 IF OC(K2,N)<>PN THEN 9080
1090 ON OC(K2,N1) GOTO 9050,20030,9130,9140,20140,20150
1130 IF IN=5 THEN R$(M,M1)="Sorry I can´t carry any more.":GOTO RT
1135 IF K2=60 THEN R$(M,M1)="They slip through my fingers.":GOTO RT
1140 OC(K2,N)=N5:IN=IN+1:GOTO 9120
1150 IF K2=79 THEN 1390
1155 IF OC(K2,N)<>N5 THEN 9070
1160 IF K2=54 THEN 20150
1170 IF K2=21 THEN 9110
1190 OC(K2,N)=PN:IN=IN-1:GOTO 9120
1190 Z=39:R$="I am carrying: ":FOR X=15 TO 74:IF OC(X,N)=N5 THEN O$=OB$(LB(X,N),
LB(X,N1)):O$(LEN(O$)+N1)=".":GOTO 1210
1200 GOTO 1230
1210 IF LEN(R$)+LEN(O$)<Z THEN R$(LEN(R$)+N1)=O$:GOTO 1230
1220 FOR X1=LEN(R$)+N1 TO Z:R$(X1,X1)=" ":NEXT X1:Z=Z+39:GOTO 1210
1230 NEXT X:IF LEN(R$)=15 THEN R$(LEN(R$)+N1)="Nothing at all!":R$(M1)=" ":GOTO
460
1240 R$(152)=" ":GOTO 460
1250 IF K2<>19 THEN 9050
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1253 IF PN=25 AND OC(39,N)=25 THEN R$="Keith appears: points at the stairs & say
s beware the Zom.. he vanishes.":GOTO RT
1255 IF HE=N THEN HE=N1:OC(52,N)=PN:R$="A man appears wearing a HELPLINE        t-
shirt he drops something & leaves.":GOTO RT
1270 R$="A man appears & says: Hello I´m Keith,for further adventure help write
to meat HELPLINE, he then vanishes."
1280 GOTO RT
1290 R$="":SC=N:FOR X=61 TO 74:IF OC(X,N)=N1 THEN SC=SC+N1
1300 NEXT X:R$( ,M1)="Out of the possible 100 I have:":X=INT(SC*100/14):R$(70,72
)=STR$(X):R$(LEN(R$)+N1)="%"
1305 R$(77)=" ":IF SC=14 AND PN=N1 THEN 20190
1310 GOTO RT
1320 IF OC(K2,N)<>PN AND OC(K2,N)<>N5 THEN 9060
1330 IF K2=24 THEN R$="Watch your favourite computer magazinefor The Mystery of
Campbell Castle    coming soon!"
1340 IF K2=33 THEN R$(M,M1)="Never fear BUG HUNTER woz here!"
1350 IF K2=50 THEN R$(N1,39)="I read a spell called portrait portal!":IF PN=N AN
D PT=N THEN 8010
1360 IF K2=51 THEN R$(M,M1)="It´s a prayer to the God H2O"
1370 IF K2=52 THEN R$="It´s an Adventure Helpline card. It   reads: He who gives
 back, shall take  more away."
1380 GOTO RT
1390 IF OC(K2,N)<>PN THEN 9060
1400 IF K2=11 AND DR=N AND OC(47,N)=63 AND OC(49,N)=N9 THEN GOSUB 1425:DR=N1:E$(
122,122)="M":GOTO RT
1405 IF K2=11 AND OC(49,N)<>N9 THEN R$(M,M1)="The handle is missing.":GOTO RT
1410 IF K2=11 AND OC(47,N)<>66 AND OC(49,N)=N9 THEN R$(M,M1)="The handle turns b
ut the door":R$(77,114)="remains shut.":GOTO RT
1415 IF K2=57 AND CH=N THEN R$(M,M1)="It´s locked.":GOTO RT
1420 GOTO 9050
1425 LB(11,N)=LB(11,N)+2:OB$(LB(11,N),LB(11,N1))="Open door":RETURN
1430 IF OC(K2,N)<>PN THEN 9060
1440 IF K2=11 AND DR=N1 THEN LB(11,N)=LB(11,N)-2:OB$(LB(11,N),LB(11,N1))="Closed
 door":DR=N:E$(122,122)=" ":GOTO 9120
1450 IF K2=57 THEN 1520
1460 GOTO 9050
1470 IF OC(K2,N)<>PN THEN 9060
1480 IF K2=57 AND OC(53,N)=N5 AND CH=N THEN LB(57,N)=LB(57,N)+2:OB$(LB(57,N),LB(
57,N1))="Open chest":CH=N1:GOTO RT
1490 IF K2=57 AND OC(53,N)<>N5 THEN R$(M,M1)="What with no key!":GOTO RT
1495 IF K2=11 THEN R$(M,M1)="There´s no keyhole.":GOTO RT
1500 GOTO 9050
1510 IF OC(K2,N)<>PN THEN 9060
1520 IF K2=57 AND CH=N1 THEN LB(57,N)=LB(57,N)-2:OB$(LB(57,N),LB(57,N1))="Locked
 chest":CH=N:GOTO 9150
1530 GOTO 9050
1540 IF OC(K2,N)<>N5 THEN 9070
1550 IF K2=44 AND OC(34,N)=PN THEN OC(44,N)=N9:OC(51,N)=N5:R$(M,M1)="He eat´s it
 & hands me a scroll.":GOTO RT
1555 IF K2=40 OR K2=46 THEN OC(K2,N)=77:IN=IN-N1:R$(M,M1)="Is that all.":GOTO 91
20
1569 IF OC(34,N)=PN OR OC(36,N)=PN AND K2<>44 THEN R$(M,M1)="No thank you!":GOTO
 RT
1570 GOTO 9050
1580 IF K2<>19 THEN 9050
1590 IF PN=12 AND OC(53,N)=N9 THEN OC(53,N)=PN:GOTO 9040
1600 IF PN=10 AND OC(59,N)=N9 THEN OC(59,N)=PN:GOTO 9040
1610 IF PN=29 AND OC(60,N)=N9 THEN OC(60,N)=PN:GOTO 9040
1615 IF PN=12 OR PN=10 OR PN=29 THEN R$(M,M1)="OK I find nothing else!":GOTO RT
1620 R$(M,M1)="The grounds to hard to dig.":GOTO RT
1630 IF OC(K2,N)<>N5 THEN 9070
1640 IF K2=59 AND OC(59,N)=N5 AND PN=9 THEN OC(59,N)=77:OC(61,N)=N5:R$(M,M1)="Th
e stone starts to glow.":GOTO RT
1650 IF K2=59 AND OC(59,N)=N5 THEN R$(M,M1)="There´s no water here!":GOTO RT
1660 GOTO 9050
1670 IF OC(K2,N)<>N5 THEN 9070
1680 IF K2=69 AND PN=9 AND BL=N THEN OC(13,N)=PN:E$(40,40)="P":R$(M,M1)="The hor
n sound´s & a boat appears.":BL=N1:GOTO RT
1690 IF K2=69 THEN R$(M,M1)="It makes a deep sound.":GOTO RT
1700 GOTO 9050
1710 IF OC(K2,N)<>N5 THEN 9070
1720 IF K2=16 AND PN=29 AND TI=N THEN OC(16,N)=N9:OC(19,N)=PN:E$(114,114)="L":IN
=IN-N1:TI=N1:GOTO 9120
1730 IF K2=16 AND PN=35 AND TI=N THEN OC(16,N)=N9:OC(18,N)=PN:OC(17,N)=PN:IN=IN-
N1:TI=N1:GOTO 9120
1740 IF K2=13 THEN 9030
1750 GOTO 9050
1760 IF K2=16 AND PN=29 AND TI=N1 THEN OC(16,N)=PN:OC(19,N)=N9:E$(114,114)=" ":T
I=N:GOTO 9120
1770 IF K2=16 AND PN=35 AND TI=N1 THEN OC(16,N)=PN:OC(18,N)=N9:GOSUB 1795:OC(17,
N)=N9:TI=N:GOTO 9120
1780 IF K2=16 THEN 9030
1790 GOTO 9050
1795 IF OC(17,N)=N5 THEN IN=IN-N1
1796 RETURN
1800 IF OC(K2,N)<>PN AND OC(K2,N)<>N5 AND OC(17,N)<>N5 THEN 9070
1810 IF K2=N5 AND TH=N THEN OC(14,N)=PN:E$(  ,  1)="Q":TH=N1:GOTO 9040
1815 IF K2=N5 AND TH=N1 THEN 9030
1820 TI=N:IF K2=13 AND TI=N1 AND PN=33 THEN PN=N1:OC(17,N)=35:IN=IN-N1:TI=N1
1830 IF K2=25 OR (K2=16 AND TI=N1) THEN FOR X=61 TO 74:IF OC(X,N)=35 THEN OC(X,N
)=N1:TI=N1
1840 NEXT X:IF TI=N1 THEN TI=N:R$(M,M1)="Something happened.":GOTO RT
1845 GOTO 9090
1850 IF K2=79 THEN K2=69:IF OC(K2,N)<>N5 THEN 9030
1855 IF OC(K2,N)<>N5 THEN 9070
1860 IF K2=69 AND FI=N AND PN=9 OR PN=12 THEN FI=N1:LB(69,N)=LB(69,N)+N1:OB$(LB(
69,N),LB(69,N1))="*Full gold chalice*":GOTO 9120
1865 IF K2=58 AND OC(60,N)=PN THEN OC(58,N)=77:OC(60,N)=77:OC(62,N)=N5:GOTO 9120
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1970 IF K2=69 OR K2=58 OR K2=62 THEN 9030
1930 GOTO 9050
1990 IF K2=73 THEN K2=69:IF  I=N THEN 9030
1995 IF OC(K2,N)<>N5 THEN 9 70
1900 IF K2=69 AND PN=39 AND FI=N1 THEN FI=N:EM=N1:GOSUB 303 :R$(M, 1)="The water
 fills the impression.":GOTO RT
1910 IF K2=69 AND FI=N1 THEN FI=N:GOSUB 3030:R$(M,M1)="The water soaks into the
ground.":GOTO RT
1920 IF K2=69 THEN 9090
1930 GOTO 9050
1940 IF OC(K2,N)<>N5 AND OC(K2,N)<>PN THEN 905
1945 IF K2=41 AND BY=N AND OC(49,N)=N5 THEN OC(49,N)=77:IN=IN-N1:BY=N1:R$( ,M1)=
"I pay for the screwdriver.":GOTO RT
1950 IF OC(49,N)<>N5 AND BY=N THEN R$(M,M1)="I have no money.":GOTO RT
1960 GOTO 9050
1970 IF OC(K2,N)<>N5 THEN 9070
1980 IF K2=49 AND PN=30 THEN OC(K2,N)=N9:IN=IN-N1:GOTO 9120
1990 IF K2=49 AND PN=30 AND OC(41,N)<>N5 THEN 9100
2000 IF K2=74 AND PN=40 AND SI=N1 AND BT=N THEN OC(74,N)=PN:OC(29,N)=PN:OC(3,N)=
PN:BT=N1:IN=IN-N1:E$(162,162)="0":GOTO 9040
2010 IF K2=74 AND PN=40 AND SI=N AND OC(9,N)<>PN THEN 20130
2020 GOTO 9080
2030 IF K2=19 THEN R$(M,M1)="Shake, Rattle & Roll.":GOTO RT
2035 IF OC(K2,N)<>N5 THEN 9070
2040 IF K2=26 AND OC(47,N)=N9 THEN OC(47,N)=PN:R$(M,M1)="Something fell out!":GO
TO RT
2050 GOTO 9030
2060 IF OC(K2,N)<>PN THEN 9060
2070 IF K2=35 AND OC(45,N)=N5 THEN OC(K2,N)=N9:OC(45,N)=77:IN=IN-N1:GOTO 9030
2075 IF K2=35 THEN 9080
2080 IF K2=39 THEN R$(M,M1)="I can´t it´s already dead!":GOTO RT
2090 IF OC(K2,N1)=2 THEN R$(M,M1)="That´s not very nice.":GOTO RT
2100 GOTO 9050
2110 IF K2=48 AND PN=30 AND OC(49,N)=N9 AND OC(41,N)=N5 THEN OC(49,N)=PN:GOTO 91
20
2120 IF K2=49 AND PN=30 AND OC(49,N)=N9 AND OC(41,N)<>N5 THEN 9100
2125 IF K2=47 AND K1=37 AND OC(47,N)=66 AND OC(48,N)<>N9 AND PN=30 THEN OC(47,N)
=PN:GOTO 9120
2127 IF K2=49 OR (K2=47 AND K1=37) THEN 9080
2130 GOTO 9050
2140 IF K2<>18 OR PN<>29 THEN R$(M,M1)="I wish, I was a wish well,":R$(77,114)="
then wish´s I could give.":GOTO RT
2145 PN=28:R$(M,M1)="How on earth did I get here.":GOTO RT
2150 GOTO 9030
2160 IF PN<>39 THEN 9030
2165 IF PN=39 AND EM=N1 AND SI=N1 AND OC(45,N)=N9 AND OC(51,N)=N5 THEN EM=N:OC(4
5,N)=PN:GOTO 8090
2170 IF PN=39 AND SI=N THEN R$(M,M1)="I don´t think this is going to work":R$(77
,114)="standing up.":GOTO RT
2180 IF EM=N OR OC(51,N)<>N5 THEN IF PN=39 THEN R$(M,M1)="There seems to be some
thing missing.":GOTO RT
2190 GOTO 20230
2200 IF K2<>18 THEN 9050
2205 IF SI=N1 THEN SI=N:GOTO 9120
2210 GOTO 9080
2220 IF OC(K2,N)<>N5 THEN 9070
2230 IF K2=44 THEN OC(K2,N)=77:IN=IN-N1:R$(M,M1)="That was delicious.":GOTO RT
2240 GOTO 9050
2250 IF OC(K2,N)<>N5 THEN 9070
2260 IF K2=40 AND OC(46,N)=N5 THEN 20180
2270 IF K2=40 THEN R$(M,M1)="I have nothing to light it with.":GOTO RT
2280 GOTO 9050
2290 IF K2>74 THEN 9050
2295 IF OC(K2,N)<>N5 THEN 9070
2300 IF K2=21 AND PN=25 THEN OC(K2,N)=77:OC(39,N)=77:OC(71,N)=PN:IN=IN-N1:GOTO 9
100
2310 IF K2=21 THEN 9110
2320 R$(M,M1)="If you say so.":OC(K2,N)=PN:IN=IN-1:GOTO RT
2330 R$(M,M1)="Sorry I don´t feel sleepy":GOTO RT
2340 IF K2<>13 THEN 9050
2345 IF SI=N THEN SI=N1:GOTO 9120
2350 GOTO 9080
2360 IF OC(K2,N)<>N5 THEN 9070
2370 IF K2=47 AND PN=30 AND OC(48,N)<>N9 THEN OC(47,N)=63:IN=IN-N1:GOTO 9120
2380 GOTO 9050
2390 ? "Are you sure you want to QUIT (Y/N)?":OPEN #N1,N4,N,"K:":GET #N1,K:CLOSE
 #N1:IF K=78 THEN GOTO RT
2395 IF K<>89 THEN 2390
2400 RT=2410:GOTO 1230
2410 POKE 752,N1:? R$:? :? "Would you like another game (Y/N)?":OPEN #N1,N4,N,"K
:":GET #N1,K:CLOSE #N1:IF K<>89 THEN 2410
2430 ? " ":POSITION 14,10:? "PLEASE WAIT":RUN
2440 ? :? "Do you what to save game?":OPEN #N1,N4,N,"K:":GET #N1,K:IF K<>89 THEN
 CLOSE #N1:GOTO RT
2443 ? :? "Insert game save tape & press any key when ready.":GET #N1,K:CLOSE #N
1
2445 POKE 764,12:OPEN #N1,8,N,"C:":FOR X=N1 TO LEN(OB$):Z=ASC(OB$(X,X)):PUT #N1,
Z:NEXT X:FOR X=1 TO LEN(E$):Z=ASC(E$(X,X))
2450 PUT #N1,Z:NEXT X:FOR X=N TO 78:PUT #N1,OC(X,N):NEXT X:PUT #N1,PN:PUT #N1,IN
:PUT #N1,HE:PUT #N1,PT:PUT #N1,DR
2460 PUT #N1,CH:PUT #N1,TI:PUT #N1,BY:PUT #N1,SI:PUT #N1,TH:PUT #N1,FI:PUT #N1,E
M:PUT #N1,BT:PUT #N1,BL:CLOSE #N1:GOTO 9120
2470 ? :? "Do you what to restore saved game?":OPEN #N1,N4,N,"K:":GET #N1,K:IF K
<>89 THEN CLOSE #N1:GOTO RT
2475 ? :? "Insert tape with saved game &       press any key when ready.":GET
#N1,K:CLOSE #1:TRAP 2520
2480 POKE 764,12:OPEN #N1,N4,N,"C:":FOR X=N1 TO LEN(OB$):GET #N1,Z:OB$(X,X)=CHR$
(Z):NEXT X:FOR X=N1 TO LEN(E$):GET #N1,Z
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2490 E$(X,X)=CHR$(Z):NEXT X:FOR X=N TO 73:GET #N1,Z:OC(X,N)=Z:NEXT
2500 GET #N1,PN:GET #N1,IN:GET #N1,HE:GET #N1,PT:GET #N1,DR:GET #N1,CH:GET #N1,T
I:GET #N1,BY:GET #N1,SI
2510 GET #N1,TH:GET #N1,FI:GET #N1,EM:GET #N1,BT:GET #N1,BL:CLOSE #N1:GOTO 9120
2520 CLOSE #2:R$(M,M1)="Bad save file please try again.":GOTO RT
8000 IF CR=232 OR CR=156 OR CR=77 THEN CR=N:R$(M,M1)="A car goes roaring past!"
8005 IF CR=233 THEN R$(77,114)="I walk across the road safely.":PN=5:CR=N
8007 GOTO RT
8010 R$(M, 1)="As I read the spell the painting":R$(7 ,114)="glows brightly, the
n stops.":PT=N1:E$(N3,N3)="A":GOTO RT
8020 GOTO RT
8030 LB(69,N)=LB(69,N)-N1:OB$(LB(69,N),LB(69,N1))="*Empty gold chalice*":RETURN
8040 R$="The butterflys of Death swing down    from the slots but miss, as they
     settle an opening appeares.":GOTO RT
8080 R$(M,M1)="There is an ear spliting scream &":R$(77,114)="both sword & Demon
 are gone.":GOTO RT
8090 R$="As I read the prayer a strange glow   appears above the altar & the wat
er    seems to become soiled.":GOTO RT
8100 R$="It breaks, the mist envelops the       zombie who starts to rot away, un
til  all that remains is an aumlet.":GOTO RT
8110 R$="The troll blocks my way & says: What  will you give me, to bring light
into my dark life?":GOTO RT
8120 IF OC(40,N)=77 AND OC(46,N)=77 THEN OC(36,N)=77:PN=31:GOTO 8140
8130 GOTO RT
8140 R$="Fool did you really think I would let you pass. The troll kicks me out.
     There´s an explosion near by.":GOTO RT
8150 R$="The letter´s P.C are embroider on the back. Also around it´s base the f
loor has been deeply scratched.":GOTO RT
9000 R$(M,M1)="Please don´t leave unnecessary spaces.":GOTO RT
9010 R$(M,M1)="Sorry I don´t know what you mean.":GOTO RT
9020 R$(M,M1)="What are you talking about?":GOTO RT
9030 R$(M,M1)="I can´t go in that direction!":GOTO RT
9040 R$(M,M1)="I can see something!":GOTO RT
9050 R$(M,M1)="That´s silly!":GOTO RT
9060 R$(M,M1)="I don´t see that here!":GOTO RT
9070 R$(M,M1)="I´m not carrying it!":GOTO RT
9080 R$(M,M1)="I can´t do that now!":GOTO RT
9090 R$(M,M1)="OK Nothing happens.":GOTO RT
9100 R$(M,M1)="Sorry I´m not carrying the right tool.":GOTO RT
9110 R$(M,M1)="It breaks & the mist vanishes.":OC(K2,N)=N9:IN=IN-N1:GOTO RT
9120 R$(M,M1)="OK":GOTO RT
9130 R$(M,M1)="It´s much to heavy to lift!":GOTO RT
9140 R$(M,M1)="It´s built into the wall!":GOTO RT
9150 R$(M,M1)="The chest closes & locks.":GOTO RT
20000 ? " As I try to leave with out paying for the goods the shop keeper grabs
me &  has me arrested for ";
20010 ? "shop lifting.":GOSUB 21010:GOTO 2400
20020 ? " As I step into the road, I hear the   squeal of Car breaks, S-P-L-I-T.
":GOTO 21000
20030 ? " As I try to take the ";OB$(LB(K2,N),LB(K2,N1))
20040 ? "he leaps at me & with one blow, I´m   sent spining into the next world.
":GOTO 21000
20050 ? " As I enter the room a Zombie attacks &bit´s me on the hand a few secon
ds    later, a new zombie stands";
20060 ? " guarding . the room.":GOTO 21000
20070 ? " As I enter the royal Hall an arrow   from some unseen hand, wings thr
ough  the air & strikes me in the";
20080 ? " heart!":GOTO 21000
20090 ? " I tripped in the dark & broke my neck!":GOTO 21000
20100 ? " I dived into the lake & split my head open on a submerage rock!":GOTO
21000
20110 ? " For Some reason the 100 feet drop to  the bottom, seem to have been mo
re    than my body could stand.":GOTO 21000
20130 ? " The butterfiles of Death swing down & cut me up into little pieces. If
 only I was´nt so tall.":GOTO 21000
20140 ? " The Demon with one wave of his hand   sends flames pouring over me. I
am    burned to a crisp.":GOTO 21000
20150 ? " I cut myself on their sharp wings &   bleed to death!":GOTO 21000
20160 ? " It breaks in pieces and my seven yearsbad luck starts with me falling
on thebroken glass ";
20170 ? "& cutting my throat!!":GOTO 21000
20180 ? "            B-O-O-O-O-M-M.":? "Bits of me fly in all directions.":GOTO 21
000
20190 ? " As I stand back to admire the great   riches, I hear a noise from the
      adjoining room. On investigating ";
20200 ? "I     find a crate with a noted attached.   The note reads, CONGRATULATI
ONS on     completing PORTRAIT ";
20210 ? "DUNGEON. It also  goes on to say this is the gateway to your next great
 adventure."
20220 ? :? "      THE MYSTERY OF CAMPBELL CASTLE.":GOSUB 21010:GOTO 2410
20230 ? " The strange glow appears again but    this time I hear a voice which s
eems  to come from the very ";
20240 ? "heart of the    altar. Mortal you have abused my       powers once to of
ten, for that you    DIE!. Then as ";
20250 ? "the last word fad´s, my body is riped apart by some unseen    force!":G
OTO 21000
20260 POKE 53774,64:TRAP 20260:POKE 82,1:POKE 83,39:POKE 710,160
20265 ? " Suddenly every things changes & I findmyself in a small courtyard.";
20270 ? "Even      before I have a chance to have a good look round, I am jumped
 by three man  who tie me to a stake ";
20280 ? "at one end of   the courtyard. Then out of the shadowssteps a man with
a scroll in his hands";
20290 ? "he beings to read. You have been foundguilty of trying to gain access t
o    this program, the penalty ";
20300 ? "for this    action is death by firing squard.    There is a sound like
 thunder."
21000 ? :? :? "              I´M DEAD!!!":GOSUB 21010:GOTO 2400
21010 ? "****************************************":RETURN
```

RUNS ON A SPECTRUM IN 48K

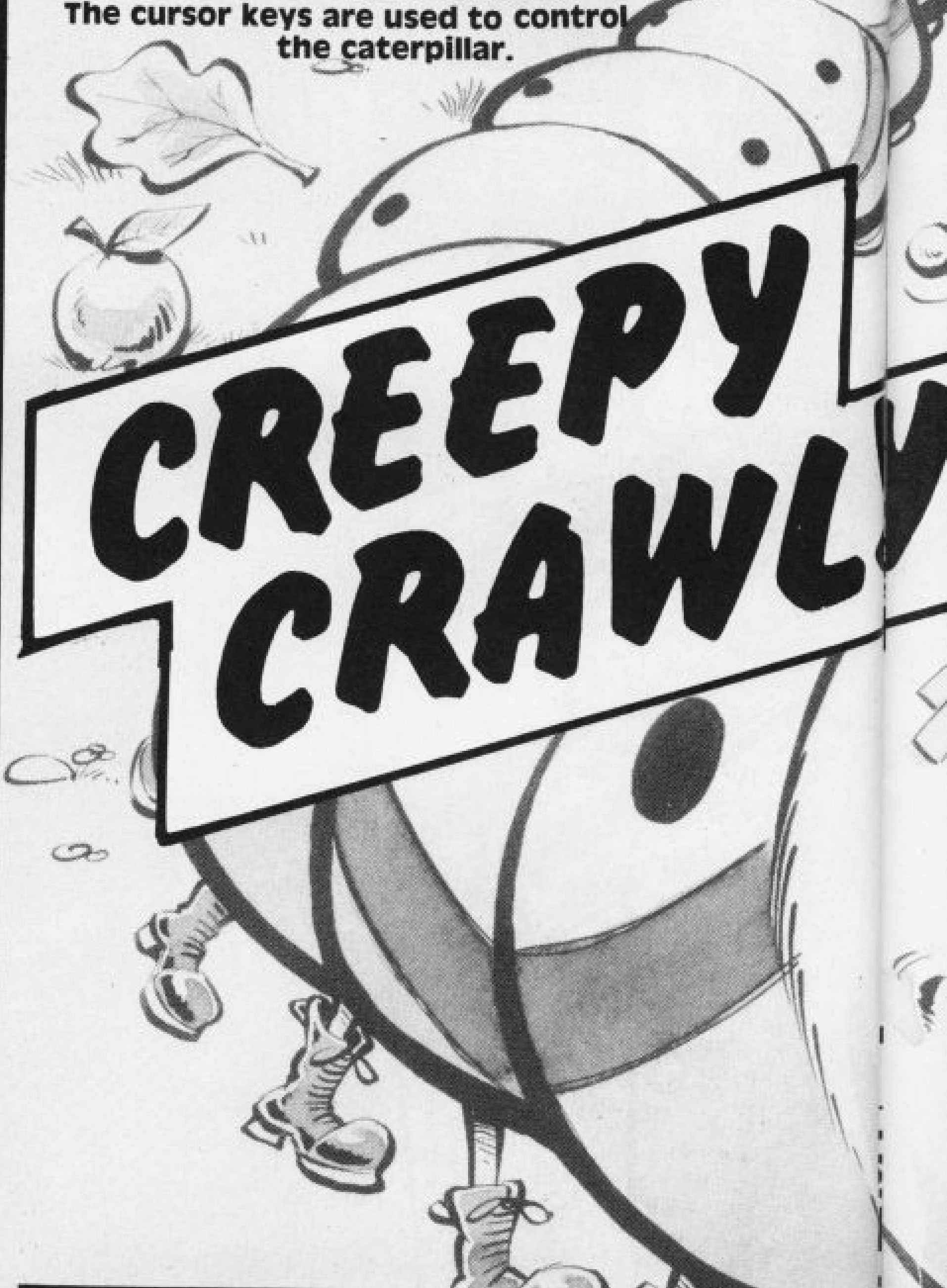
Creepy Crawly, the fastest caterpillar in the garden, is feeling very hungry this morning, and is rushing around the garden looking for some food to eat.

Apples, mushrooms and other vegetables abound in their hundreds. It looks like Creepy Crawly is in for a feast fit for a king this lunchtime.

There are, however, a few teeny weeny problems that might give Creepy Crawly more than a touch of indigestion.

Skulls and rocks are strewn all over the garden and if Creepy, in his confusion, swallows one of them he'll die. The same is true if he runs into his own body or the wall surrounding the garden.

The cursor keys are used to control the caterpillar.



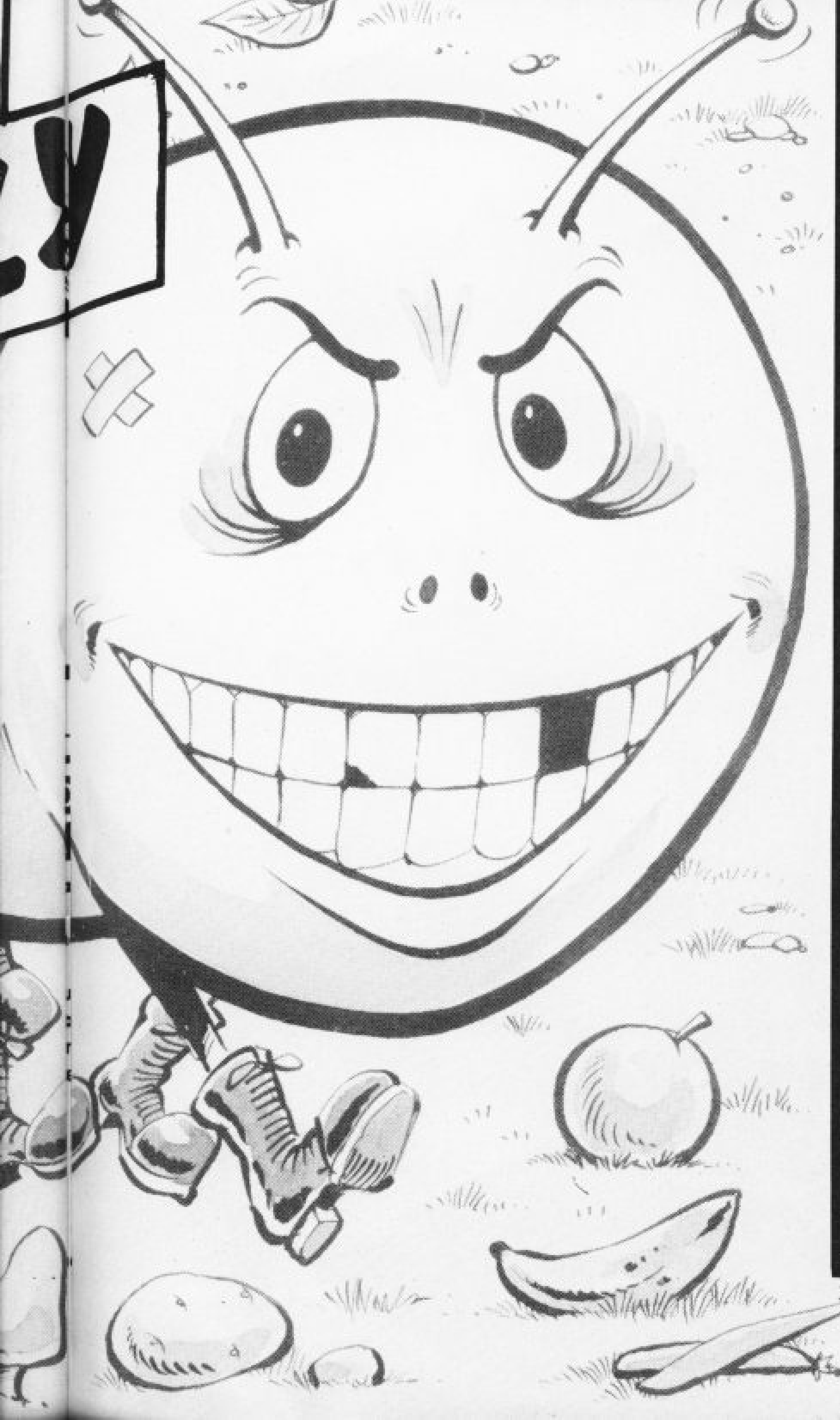

```
1000 PAPER 0: INK 0: BORDER 0: C
LEAR 44899: PRINT AT 10,10; INK
6; FLASH 1;"PLEASE WAIT.": LET h
i=0: GO SUB 1480: GO TO 1190
1010 GO SUB 1070: POKE 23560,0
1020 FOR a=1 TO 7: PRINT AT y,x;
 INK a;"A": BEEP .005,a: PRINT A
T y,x; INK a;"H": BEEP .005,a: N
EXT a: IF PEEK 23560<1 THEN GO T
O 1020
1030 PRINT AT y,x; INK 6;"A": FO
R a=10 TO 0 STEP -.5: BEEP .005,
a: NEXT a
1040 LET k=PEEK 23560: PRINT AT
y,x; INK 5;CHR$ ((k+100) AND k<5
7 AND k>52): LET x=x+(k=56)-(k=5
3): LET y=y+(k=54)-(k=55): POKE
m,y: POKE m+1,x: LET m=m+2: LET
z=ATTR (y,x): IF m>50000 THEN GO
 TO 1140
1050 BEEP .005,oe: PRINT AT y,x;
 INK 5: BRIGHT 1;"A": PRINT AT P
EEK (m-l),PEEK (m-l+1);" ": IF z
>0 THEN GO TO 1080
1060 GO TO 1040
1070 PRINT #1;AT 0,0; INK 2;"
";A
T 1,0; INK 6; BRIGHT 1;"SC:"; IN
K 5;sc;AT 1,9; INK 3;"LI:"; INK
6;li;AT 1,16; INK 5;"HI:"; INK 3
;hi;AT 1,25; INK 6;"LEV:"; INK 4
;(set+(lev*8)): RETURN
1080 IF z=50 OR z=5 THEN GO TO 1
140
1090 LET sc=sc+(z*10): FOR a=0 T
O 40 STEP 10: BEEP .005,a: NEXT
a: GO SUB 1070: LET l=l+2: LET o
e=oe+1: IF oe<5 THEN GO TO 1040
1100 RESTORE : FOR a=1 TO 9: REA
D b,c: BEEP b/2,c: NEXT a: FOR a
=1 TO 8: BEEP .01,c: BEEP .01,c-
1: BEEP .01,c: BEEP .01,c+1: NEX
T a
1110 INPUT "": LET bon=(INT (455
00-m) AND m<45500): PRINT AT 21,
0: FOR a=0 TO 21: POKE 23692,-1:
 PRINT : NEXT a: PRINT AT 10,10;
 INK 3;"BONUS:"; INK 6;bon
1120 FOR a=0 TO 30: BEEP .01,a:
NEXT a: FOR a=30 TO 0 STEP -1: B
EEP .01,a: NEXT a: LET set=set+1
: IF set>8 THEN LET set=1: LET l
ev=lev+1
1130 CLS : LET sc=sc+bon: LET oe
=0: LET x=8: LET y=x: GO SUB 146
0: GO SUB 1310: GO SUB 1420: GO
TO 1010
1140 FOR a=0 TO 12: OUT 254,a: B
EEP .03,PEEK (USR "a"+a)/20: NEX
T a: BEEP .2,-10: LET li=li-1:
1150 IF m>50000 THEN PRINT #0;AT
 1,10; FLASH 1; INK 4;"OUT OF TI
ME!": PAUSE 100
1160 LET m=m-2: FOR a=m-l TO m S
TEP 2: BEEP .01,RND*10: PRINT AT
 PEEK a,PEEK (a+1);" ": NEXT a:
LET y=PEEK (m-2): LET x=PEEK (m-
1): GO SUB 1460: GO SUB 1310: IF
 li>0 THEN GO TO 1010
1170 CLS : PRINT AT 10,10; INK 4
;" GAME OVER": IF sc>hi THEN LET
 hi=sc
1180 FOR a=5 TO 2 STEP -1: BEEP
.3,a: PAUSE 2: NEXT a: BEEP 1,1:
 BEEP 1,-10
1190 CLS : POKE 23560,0: LET a$=
" CREEPY CRAWLY"
1200 PRINT AT 7,12; INK 5;" KEY
S ": FOR a=1 TO 4: PRINT 'TAB 1
4; INK 6;CHR$ (165-a); INK a+2;"
=";CHR$ (52+a): NEXT a
```

Illustration: Terry Rogers

```
1210 PRINT AT 18,5; INK 4;" I FO
R INSTRUCTIONS"'' INK 3;TAB 10;"
 S TO START"
1220 FOR a=1 TO 7: PRINT AT 2,0;
 INK a;a$: PAUSE 5: NEXT a: IF P
EEK 23560<>115 AND PEEK 23560<>1
05 THEN GO TO 1220
1230 FOR a=0 TO 10: BEEP .01,a:
NEXT a: FOR a=10 TO 0 STEP -1: B
EEP .01,a: NEXT a: IF PEEK 23560
=115 THEN GO TO 1290
1240 INK 4: CLS : PRINT AT 0,10;
"INSTRUCTIONS";TAB 10; INK 3;"
"'''"                 HELLO! I WOULD
```

```
 LIKE YOU"'"   TO GUIDE THE MUL
TI-LEGGED "
1250 PRINT '" CREEPY CRAWLY AROU
ND THE HERB "'"GARDEN. NOW AS A
LL EDUCATED FOLK"'" SHOULD KNOW
, HERB GARDENS ARE"'"SURROUNDED
 BY TALL STONE WALLS."
1260 PRINT #0;AT 1,0; INK 6;" HI
T A KEY (NOT TOO HARD PLEASE)":
PAUSE 0: INPUT "": POKE 23692,-1
: PRINT INK 5;'" THESE, ALONG W
ITH THE CREATURES"'" OWN BODY
AND THE SKULL ARE"'" LETHAL!. T
HE OTHER OBJECTS CAN"'TAB 10;"
BE CONSUMED."
1270 PRINT '' INK 2;TAB 13;"SCOR
ES:": FOR a=1 TO 4: PRINT ';TAB
14; INK a;CHR$ (146+a); INK 7;"=
";(a*10): NEXT a: PRINT 'TAB 14;
 INK 6;"I"; INK 7;"=60"
1280 PAUSE 0: GO TO 1190
1290 INK 0: CLS : LET x=8: LET y
=8: LET l=10: LET m=40000+l: GO
SUB 1460: LET set=1: LET oe=0: L
ET lev=0: LET b=100
1300 LET sc=0: LET li=5: GO SUB
1310: GO SUB 1420: GO TO 1010
```

BY PETER LORD



```
1310 INK 2: PAPER 6: LET a$="CCC
CCCCCCCCCCCCCCCCCCCCCCCCCCCCC":
PRINT AT 0,0;a$;AT 21,0;a$
1320 FOR a=1 TO 20: PRINT AT a,0
;"C";AT a,31;"C": NEXT a
1330 LET a$="CCCCCCCCCCCCCCCCCC
CCCCC": LET b$="CCCCCC"
1340 IF set=1 OR set=6 THEN PRIN
T AT 10,4;a$
1350 IF set=2 THEN PRINT AT 6,4;
a$;AT 15,4;a$
1360 IF set=3 OR set=5 THEN PRIN
T AT 5,3;b$;AT 5,23;b$;AT 15,3;b
$;AT 15,23;b$;AT 10,4;a$;AT 3,15
;"CC";AT 4,15;"CC";AT 5,15;"CC";
AT 18,15;"CC";AT 17,15;"CC";AT 1
6,15;"CC"
1370 IF set=4 OR set=6 THEN FOR
a=2 TO 18: PRINT AT a,15;"CC";AT
 a,6;"C";AT a,25;"C": NEXT a: PR
INT AT 2,5;"CCC";AT 18,5;"CCC";A
T 2,24;"CCC";AT 18,24;"CCC"
1380 IF set=4 THEN PRINT AT 10,1
0;b$;AT 10,16;b$;AT 6,10;"CC";AT
 14,10;"CC";AT 6,19;"CC";AT 14,1
9;"CC"
1390 IF set=5 THEN FOR a=1 TO 19
: PRINT AT a,15;"CC": NEXT a
1400 IF set=6 THEN PRINT AT 19,1
0;"CCCCCCCCCCC": FOR a=1 TO 5:
PRINT AT a,12;"C";AT a,19;"C": N
EXT a
1410 INK 0: PAPER 0: RETURN
1420 FOR d=1 TO 6
1430 LET a=INT (RND*20)+1: LET b
=INT (RND*30)+1: IF (ATTR (a,b)>
0) OR (a=8 AND b=8) THEN GO TO 1
430
1440 PRINT AT a,b; INK d;CHR$ (1
46+d)
1450 NEXT d: RETURN
1460 FOR a=44900 TO 45000+l STEP
 2: POKE a,y: POKE a+1,x: NEXT a
: LET m=45000+l: RETURN
1470 DATA .5,12,.3,14,.1,12,.9,9
,.3,9,.15,7,.3,9,.15,10,.01,9
1480 RESTORE 1490: FOR a=1 TO 16
: READ a$: FOR b=0 TO 7: READ c:
 POKE (USR a$)+b,c: NEXT b: NEXT
a: RETURN
1490 DATA "a",219,126,153,247,23
9,189,66,60
1500 DATA "c",255,148,255,73,255
,146,255,36
1510 DATA "d",0,124,78,125,93,12
6,124,56
1520 DATA "e",12,24,60,110,90,12
6,60,24
1530 DATA "f",60,24,24,60,78,126
,94,126
1540 DATA "g",81,54,152,111,251,
41,24,8
1550 DATA "h",189,126,90,102,126
,36,90,129
1560 DATA "i",60,94,191,255,153,
24,24,60
1570 DATA "j",73,146,255,85,170,
255,146,73
1580 DATA "k",173,118,44,181,110
,52,173,118
1590 DATA "l",110,181,44,118,173
,52,110,181
1600 DATA "m",146,73,255,85,170,
255,73,146
1610 DATA "r",8,12,254,255,254,1
2,8,0
1620 DATA "s",16,56,124,254,56,5
6,56,56
1630 DATA "t",56,56,56,56,254,12
4,56,16
1640 DATA "u",16,48,127,255,127,
48,16,0
1650 CLEAR : SAVE "Creepy...." L
INE 10
```



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That's where equality ends.

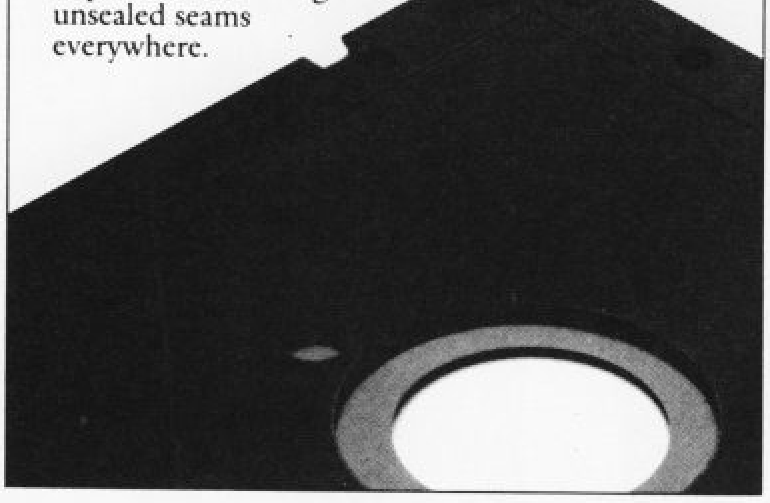
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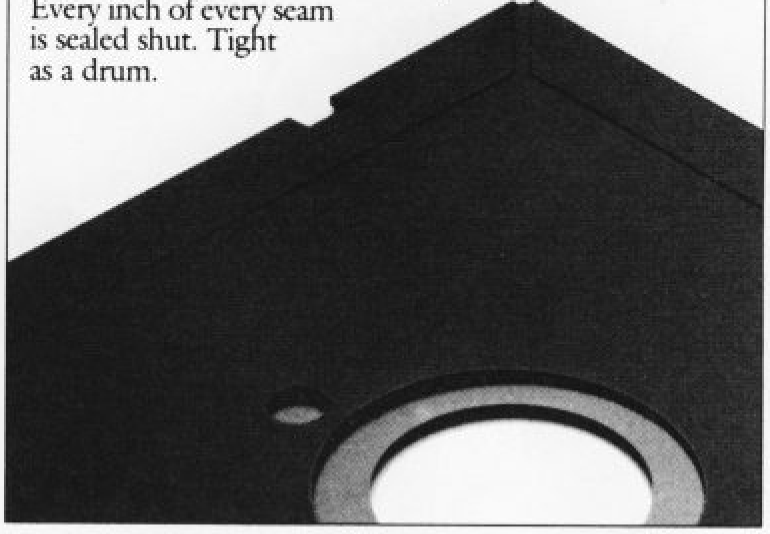


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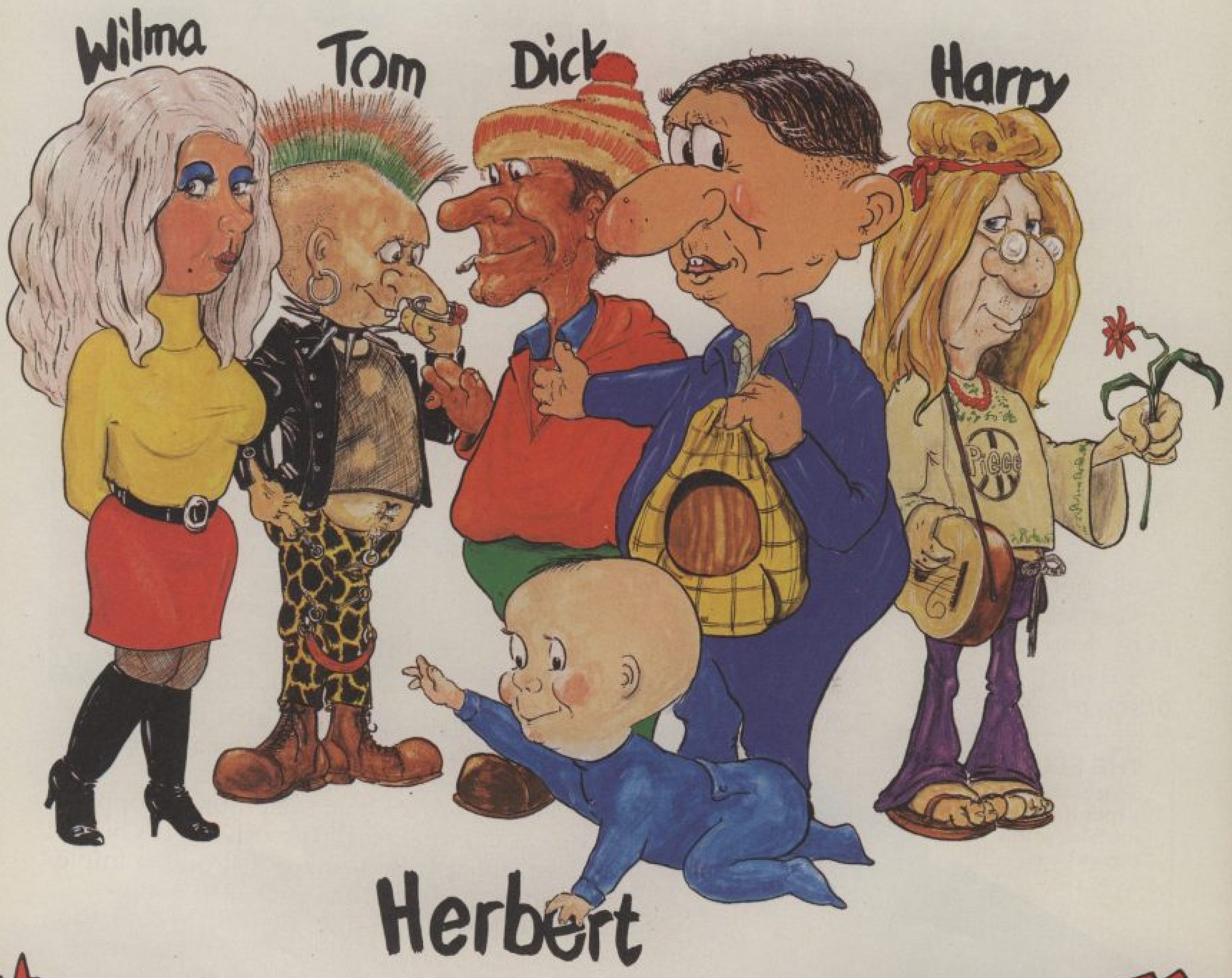
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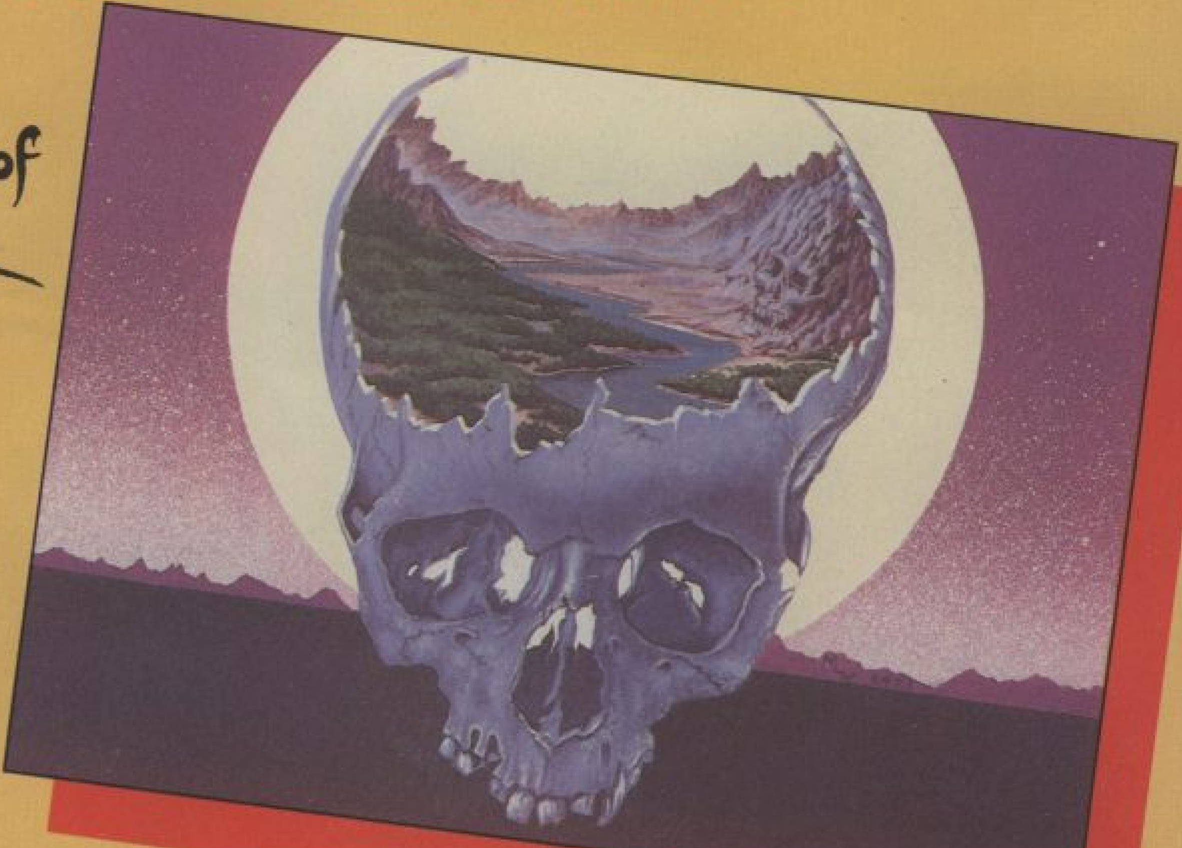
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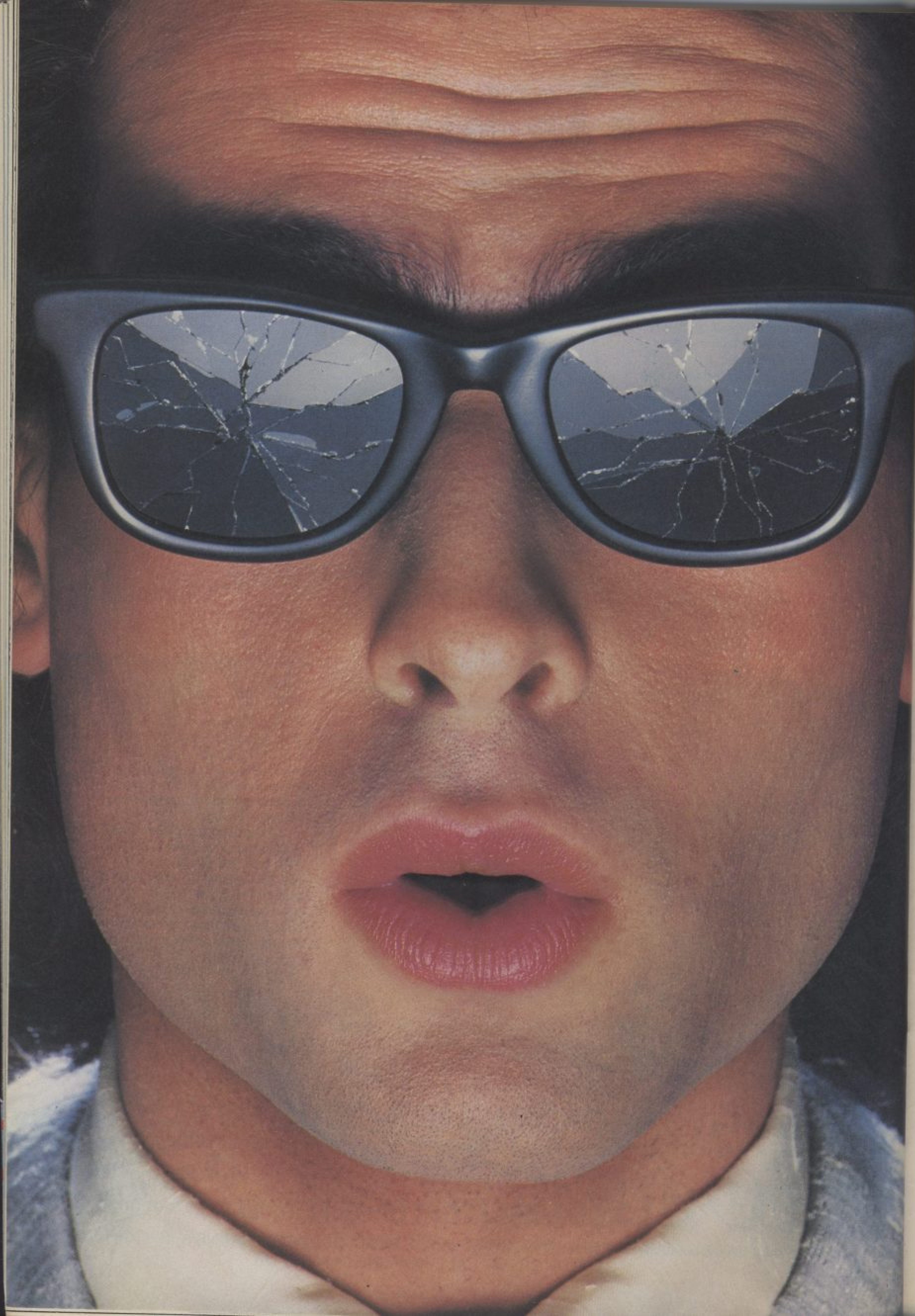
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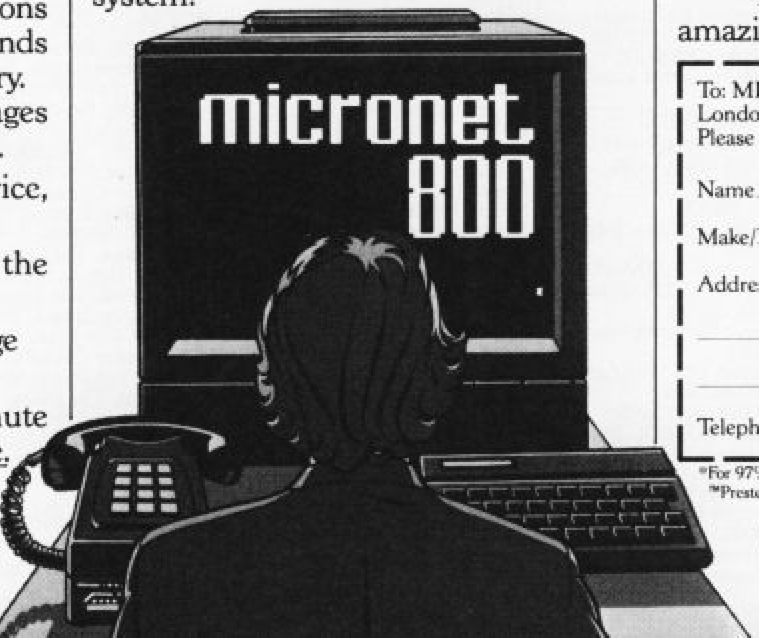
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Gravesend. Gravesend Home Computers, 39 The Terrace. Tel: 0474 23871.
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Maidstone. Kent Micros, 51 Union Street. Tel: 0622 52784.
Rainham. Microway Computers, 39 High Street. Tel: 0634 376702.
Sevenoaks. Ernest Fielder Computers, Dorset Street. Tel: 0732 456800.
Shortlands. The Village House of Computers, 87 Beckenham Lane. Tel: 01-460 7122.
Sittingbourne. Computer Plus, 65 High Street. Tel: 0795 25677.
Tunbridge Wells. Modata Computer Centre, 28-30 St. Johns Road. Tel: 0892 41555.

LANCASHIRE
Blackburn. Tempo Computers, 9 Railway Road. Tel: 0254 691333.
Blackpool. Blackpool Computer Store, 179 Church Street. Tel: 0253 20239.
Burnley. IMO Business Systems, 39-43 Standish Street. Tel: 0282 54299.
Preston. 4Mat Computing, 67 Friargate. tel: 0772 561952.
Preston. Laskys, 1-4 Guildhall Arcade. Tel: 0772 24558.
Wigan. Wildings Computer Centre, 11 Mesnes Street. Tel: 0942 22382.

LEICESTERSHIRE
Leicester. Boots, 30-36 Gallowtree Gate. Tel: 0533 21641.
Market Harborough. Harborough Home Computers, 7 Church Street. Tel: 0858 63056.

LONDON
W1. Computers of Wigmore Street, 104 Wigmore Street. Tel: 01486 0373.
W1. HMV, 363 Oxford Street. Tel: 01-629 1240.
W1. Laskys, 42 Tottenham Court Road. Tel: 01-636 0845.
W1. Lion House, 227 Tottenham Court Road. Tel: 01-637 1601.
W1. Sonic Foto Micro Center, 256 Tottenham Court Road. Tel: 01-580 5826.
W1. Tomorrows World Today, 27 Oxford Street. Tel: 01-439 7799.
W1. Walters Computers, DH Evans, Oxford Street. Tel: 01-629 8800.
WC1. Transam Micro Systems, 59-61 Theobalds Road. Tel: 01-405 5240.
W8. Walters Computers, Barkers, Kensington High Street. Tel: 01-937 5432.
SE7. Vic Oddens Micros, 5 London Bridge Walk. Tel: 01-403 1988.
SE9. Square Deal, 373-375 Footscray Road, New Eltham. Tel: 01-859 1516.
Lewisham. Laskys, 164 High Street. Tel: 01-852 1375.
SE15. Castlehurst Ltd, 152 Rye Lane, Peckham. Tel: 01-639 2205.
EC2. Devron Computer centre, 155 Moorgate. tel: 01-638 3339.
N14. Logic Sales, 19 The Bourne, The Broadway, Southgate. Tel: 01-882 4942.
N22. Boots, 38-40 High Road, Wood Green. Tel: 01-881 0101.
NW3. Maycraft Micros, 58 Rosslyn Hill, Hampstead. Tel: 01-431 1300.
NW4. Davinci Computer Store, 112 Brent Street, Hendon. Tel: 01-202 2272.
NW7. Computers Inc, 86 Golders Green. Tel: 01- 209 0401.
NW10. Technomatic, 17 Burnley Road, Wembley. Tel: 01-208 1177.

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Bolton. Computer World UK Ltd, 208 Chorley Old Road. Tel: 0204 494304.
Manchester. Boots, 32 Market Street. Tel: 061-832 6533.
Manchester. Laskys, 61 Arndale Centre. Tel: 061-833 9149.
Manchester. Laskys, 12-14 St. Marys Gate. Tel: 061-833 0268.
Manchester. Mighty Micro, Sherwood Centre, 268 Wilmslow Road, Fallowfield. Tel: 061-224 8117.
Manchester. NSC Computer Shops, 29 Hanging Ditch. Tel: 061-832 2269.
Manchester. Walters Computers, Kendal Milne, Deansgate. Tel: 061-832 3414.
Oldham. Home & Business Computers, 54 Yorkshire Street. Tel: 061-633 1608.
Swinton. Mr Micro, 69 Partington Lane. Tel: 061-728 2282.

MERSEYSIDE
Heswall. Thornguard Computer Systems, 46 Pensby Road. Tel: 051-342 7516.
Liverpool. Hargreaves, 31-37 Warbreck Moor, Walton. Tel: 051-525 1782.
Liverpool. Laskys, Dale Street. Tel: 051-236 3298.
Liverpool. Laskys, St. Johns Precinct. Tel: 051-708 5871.
St. Helens. Microman Computers, Rainford Industrial Estate, Mill Lane Rainford. Tel: 0744 885242.
Southport. Central Studios, 38 Eastbank Street. Tel: 0704 31881.

MIDDLESEX
Enfield. Laskys, 44-48 Palace Garden Shopping Centre. Tel: 01-363 6627.
Harrow. Camera Arts, 42 St. Anns Road. Tel: 01-427 5469.
Harrow. Harrow Micro, 24 Springfield Road. Tel: 01-427 0098.
Hounslow. Boots, 193-199 High Street. Tel: 01-570 0156.
Southall. Twillstar Computers Ltd, 7 Regina Road. Tel: 01-574 5271.
Teddington. Andrews, Broad Street. Tel: 01-997 4716.
Twickenham. Twickenham Computer Centre, 72 Heath Road. Tel: 01-892 7896.
Uxbridge. JKL Computers, 7 Windsor Street. Tel: 0895 51815.

NORFOLK
Norwich. Adams, 125-129 King Street. Tel: 0603 22129.

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Sutton in Ashfield. HN & L Fisher, 87 Outram Street. Tel: 0623 54734.
Nottingham. Laskys, 1-4 Smithy Row. Tel: 0602 413049.

OXFORDSHIRE
Abingdon. Ivor Fields Computers, 21 Stern Street. tel: 0235 21207.
Banbury. Computer Plus, 2 Church lane. Tel: 0295 55890.
Oxford. Absolute Sound & Video, 19 Old High Street, Headington. Tel: 0865 65661.
Oxford. Science Studio, 7 Little Clarendon Street. Tel: 0865 54022.

SCOTLAND
Aberdeen. Boots, 133-141 Union Street. Tel: 0224 585349.
Edinburgh. Boots, 101-103 Princes Street. Tel: 031-225 8331.
Edinburgh. Laskys, 4 St. James Centre. Tel: 031-556 1864.
Glasgow. Boots, 200 Sauchiehall Street. Tel: 041-332 1925.
Glasgow. Boots, Union Street and Argyle Street. Tel: 041-248 7387.
Glasgow. Tom Dixon Cameras, 15-17 Queen Street. Tel: 041-204 0826.

SHROPSHIRE
Shrewsbury. Clairmont Enterprises, Hills Lane. Tel: 3647 52949.
Shrewsbury. Computerama, 13 Castlegate. Tel: 0743 60528.
Telford. Computer Village Ltd, 2/3 Hazeldine House, Central Square. Tel: 0952 506771.
Telford. Telford Electronics, 38 Mall 4. Tel: 0952 504911.

STAFFORDSHIRE
Newcastle-under-Lyme. Computer Cabin, 24 The Parade, Silverdale. Tel: 0782 636911.
Stafford. Computerama, 59 Foregate Street. Tel: 0785 41899.
Stoke-on-Trent. Computerama, 11 Market Square Arcade, Hanley. Tel: 0782 268524.

SUFFOLK
Bury St. Edmunds. Boots, 11-13 Cornhill. Tel: 0284 701516.
Bury St. Edmunds. The Computer Centre, 1-3 Garland Street. Tel: 0284 705503.
Ipswich. Brainwave Micros, 24 Crown Street. Tel: 047 350965.

SURREY
Bagshot. P & H Electronics, 22-24 Guildford Road. Tel: 0276 73078.
Croydon. Laskys, 77-81 North End. Tel: 01-681 8443.
Croydon. The Vision Store, 53-59 High Street. Tel: 01-686 6362.
Croydon. The Vision Store, 96-98 North End. Tel: 01-681 7539.
South Croydon. Concise Computer Consultants, 1 Carlton Road. Tel: 01-681 6842.
Epsom. The Micro Workshop, 12 Station Approach. Tel: 0372 721533.
Guildford. Walters Computers, Army & Navy, 105-111 High Street. Tel: 0483 68171.
Wallington. Surrey Micro Systems, 53 Woodcote Road. Tel: 01-647 5636.
Woking. Harpers, 71-73 Commercial Way. Tel: 0486 225657.

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Bexhill-on-Sea. Computerware, 22 St. Leonards Road. Tel: 0424 223340.
Brighton. Boots, 129 North Street. Tel: 0273 27088.
Brighton. Gamer, 71 East Street. Tel: 0273 728681.
Brighton. Laskys, 151-152 Western Road. Tel: 0273 725625.
Crawley. Gatwick Computers, 62 The Boulevard. Tel: 0293 37842.
Crawley. Laskys, 6-8 Queensway. Tel: 0293 544622.
Eastbourne. Boots, 15 Eastbourne Arndale Centre. Tel:

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Gateshead. DP Supplies, St. Andrews House, Westfield Terrace. Tel: 0632 785068.
Newcastle-upon-Tyne. Boots, Eldon Square. Tel: 0632 329844.
Newcastle-upon-Tyne. Laskys, 6 Northumberland Street. Tel: 0632 617224.
Newcastle-upon-Tyne. RE Computing, 12 Jesmond Road. Tel: 0632 815580.

WALES
Aberdare. Inkey Computer Services, 70 Mill Street, The Square, Trecynon. Tel: 0685 881828.
Aberystwyth. Aberdata at Galloways, 23 Pier Street. Tel: 0970 615522.
Cardiff. Boots, 26 Queens Street & 105 Frederick Street. Tel: 0222 31291.
Cardiff. P & P Computers. 41 The Hayes. Tel: 0222 26666.
Swansea. Boots, 17 St. Marys Arcade, The Quadrant Shopping Centre. Tel: 0792 43461.

WARWICKSHIRE
Coventry. Coventry Micro Centre, 33 Far Gosford Street. Tel: 0203 58942.
Coventry. Impulse Computer World, 60 Hertford Street Precinct. Tel: 0203 553701.
Coventry. JBC Micro Services, 200 Earlsdon Avenue, North Earlsdon. Tel: 0203 73813.
Coventry. Laskys, Lower Precinct. Tel: 0203 27712.
Leamington Spa. IC Computers, 43 Russell Street. Tel: 0926 36244.
Leamington Spa. Leamington Hobby Centre, 121 Regent Street. Tel: 0926 29211.
Nuneaton. Micro City, 1a Queens Road. Tel: 0203 382049.
Rugby. O.E.M., 9-11 Regent Street. Tel: 0788 70522.

WEST MIDLANDS
Birmingham. Boots, City Centre House, 16-17 New Street. Tel: 021-643 7582.
Birmingham. Laskys, 19-21 Corporation Street. Tel: 021-632 6303.
Dudley. Central Computers, 35 Churchill Precinct. Tel: 0384 238169.
Stourbridge. Walters Computer Systems. 12 Hagley Road. Tel: 0384 370811.
Walsall. New Horizon, 1 Goodall Street. Tel: 0922 24821.
West Bromwich. DS Peakman, 7 Queens Square. Tel: 021-525 7910.
Wolverhampton. Laskys, 2 Wulfrum Square. Tel: 0902 714568.

YORKSHIRE
Bradford. Boots, 11 Darley Street. Tel: 0274 390891.
Leeds. Boots, 19 Albion Arcade, Bond Street Centre. Tel: 0532 33551.
Sheffield. Laskys, 58 Leopold Street. Tel: 0742 750971.
York. York Computer Centre, 7 Stonegate Arcade. Tel: 0904 641862.





Sound: Does the game sound like a Duran Duran LP played at half speed — or does the noise from your micro knock you half-way across the room? The *C&VG* review team don't judge games with their ears plugged up, we can tell you!

continued from page 35

11 BRIAN BLOODAXE

MACHINE: Spectrum
SUPPLIER: The Edge
PRICE: £7.95
STAR GAME

At last, a game that lives up to all the pre-release publicity! *Brian Bloodaxe*, latest from The Edge, is simply terrific!

Bloodaxe takes the *Manic Miner/Jet Set Willy* style of game one and a half steps further with an array of 100 screens and 300 nasties plus a feature called "primary imbalance". I've still to work out quite what that is!

Brian Bloodaxe is a cute looking Viking, complete with a horned helmet which he uses to dispatch attacking nasties. The helmet comes in useful in tight corners too — he can use the horns to stick himself to the roof and avoid his enemies!

Our hero has to travel through a "Miner" style world where each screen represents somewhere in the British Isles. For example, a pool table = Poole, geddit?

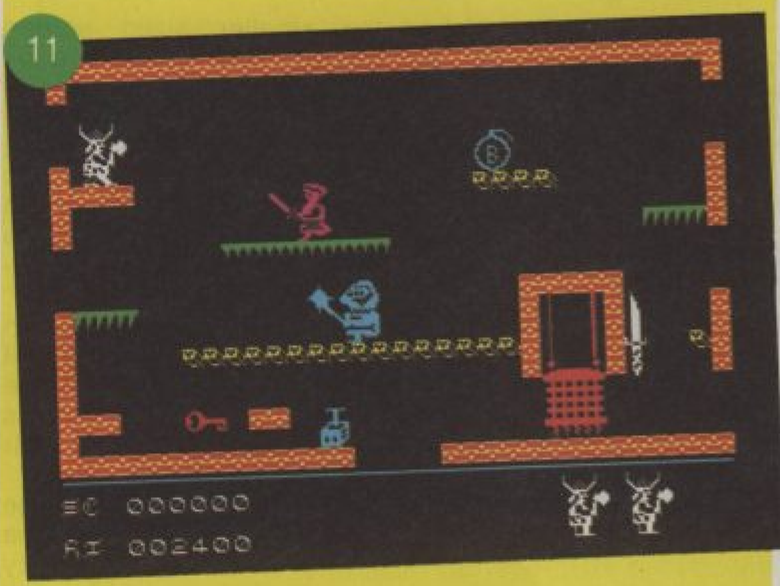
Each screen also represents a considerable challenge — even to the seasoned member of the Jet Set fan club. There are objects to be found and puzzles to be solved — but watch out for hidden traps. And rampaging rhinos!

Graphics are great, especially Brian — and the rampaging rhinos! The soundtrack, a version of the famous *Monty Python* TV show theme tune, is fun and the game will demand all your computer time for the next few weeks — or months.

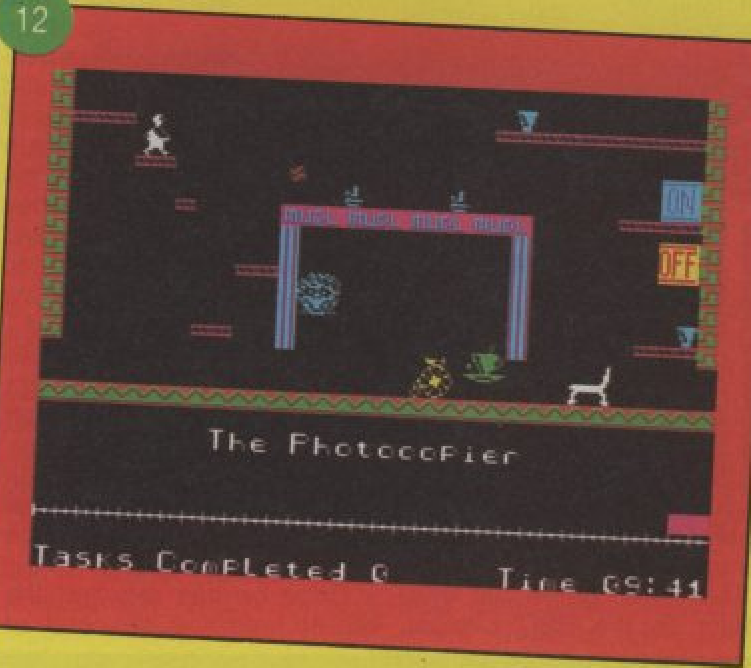
Brian Bloodaxe, just as the blurb says, takes *Jet Set Willy* one stage further. Don't fail to check this one out! But what is "primary imbalance"? Answers on a postcard please ... And Professor Video can't wait to get his hands on a map!

● Graphics	9
● Sound	8
● Value	9
● Playability	9

11



12



12 TECHNICIAN TED

MACHINE: Spectrum/Amstrad
SUPPLIER: Hewson
PRICE: £5.95 (Spec) £7.95 (Amstrad)

The race is on to create a true successor to the infamous *Jet Set Willy! Technician Ted* is a front runner — along with *Brian Bloodaxe!*

Ted is a young computer hacker who works at a Chip Factory. He has an awkward boss who has this annoying habit of setting him almost impossible jobs.

Still, Ted likes to get stuck into his work and is soon leaping around the Chip Factory in an effort to find just what he needs to complete the job — although he's not quite sure just what he does need!

Technician Ted is a workmanlike platform game with over 40 hi-res screens and lots of puzzles.

The graphics are well drawn — although some of the features come just a bit too close to *Jet Set* for comfort, I feel.

Animation is smooth and flicker free and colour clashing — on the Spectrum version — is kept to a minimum.

There are lots of strange nasties to deal with — like savage filing cabinets and furious fire extinguishers — all the oddness you've come to expect from these platform games!

If you've been holding your breath waiting for JSW II and can't hold out any longer, take a look at *Technician Ted*. It will keep platform freaks — and map makers — busy for weeks.

● Graphics	7
● Sound	8
● Value	7
● Playability	8

THE HACKER

MACHINE: BBC
SUPPLIER: Firebird
PRICE: £2.50

A lot of very odd companies have jumped head first into the computer games market. One of these, British Telecom, although an unlikely entrant in the home computer market, is one of the more successful "big business" competitors.

Their Silver range of games — budget priced software in the mould of Mastertronic — is on a par with most commercially available software selling for around £10. And *The Hacker*, their latest Silver release, is no exception.

The Hacker is an arcade style game, in the same vein as *Manic Miner* and Program Power's *Ghouls*, and is sure to be welcomed by all BBC climbing fanatics. It features 16 levels of fantastically varying screen arrangements which incorporate more than their fair share of obstacles and traps.

The first level proved just too difficult for this reviewer, unfortunately, but thanks to a system where you can jump to any screen I was able to play more than the first level. Strangely, I managed to complete the second and third levels but then all my



efforts floundered on the latter screens.

True, the game is similar to *Manic Miner*. You do have to run along platforms, pick up and jump across gaping chasms, but the strategy and planning needed to complete each screen is greater.

It takes some time to realise what you have to do and then a great deal more time before you have perfected the technique for that particular level.

No doubt there are plenty of whizz kids around who will be able to complete this game in half an hour. But for most of us, *The Hacker* should prove to be a challenging game with a long lasting appeal.

• Graphics	8
• Sound	6
• Value	8
• Playability	9

13

ALIEN 8

STAR GAME

MACHINE: Spectrum
SUPPLIER: Ultimate
PRICE: £9.95

Sabre Man in Space! That's Ultimate's new hit game *Alien 8*. *Knight Lore*-style graphics and Ultimate's unique 3D Filmation technique plus lots of perplexing puzzles will make *Alien 8* another instant classic.

Alien 8 is a very special robot — the guardian of the frozen cargo of a starship. The ship is a sort of Noah's Ark from another world packed with the knowledge and a few frozen members of a highly developed alien race escaping from a dead planet.

Near the end of the trip to another, safer, world, nasty aliens intrude into the dusty silent environment and threaten the success of the mission.

Alien 8 must protect the frozen inhabitants of his ship to ensure a safe landing on the new planet — and reactivate certain areas of the craft during the approach to the new world.

There are lots of *Knight Lore* style tasks to be performed in order to keep the cryonauts alive. Your friendly Alien 8 robot is a nice little chap and lends an air of humour to the game.

Alien 8 is another classic arcade adventure from Ultimate — superb graphics, good sound and . . . well, just rush out and get it. Seeing is believing!

Even as we write maps of the game are zapping across the universe on route for the C&VG offices. Don't miss next month's issue for the *Alien 8* map extravaganza!

• Graphics	10
• Sound	8
• Value	9
• Playability	10

FRAK

MACHINE: CBM 64
SUPPLIER: Statesoft
PRICE: £8.95

One of my favourite games of last year was Aardvark Software's *Frak* for the BBC. The rights to the game have been bought up by the Stevenage-based company, Statesoft, and released on the Commodore 64.

The new game is very similar to the BBC original, the smaller sized screen being the only major difference. This presents a problem in any type of game but is a positive nuisance in a scrolling game like *Frak*. This is, apparently, intentional and allows "off screen action" to take place while you are playing. "Off screen action" basically means that you can destroy obstacles and kill monsters that aren't in the part of the maze which is being displayed on your television.

Apart from my small gripe about the screen layout, the game has been hardly changed at all, although the graphics are larger and slightly better defined than the BBC. One big disappointment with *Frak* are the sound effects, or rather the lack of them. The only sounds are those of his footsteps and his yo-yo, the weapon he carries everywhere with him and uses with great effect to knock monsters off narrow ledges.

The aim of the game is to guide Frak, a hulking, bad tempered caveman, through several dangerous levels, killing all the monsters with his yo-yo and collecting as many of the gold chalices he can find.

Once he has reached the secret ledge at the end of each level, the fearsome caveman is transported to the next level.

I managed to complete the first level after tearing most of the hair from my head, but I could never get more than a few footsteps in the second level.

Frak for the Commodore 64 is a well written and produced game. It has quite a few original, and amusing, ideas However, cute little cavemen and furry monsters aren't enought to make a top selling game — and I have to put *Frak* well down my list of favourite Commodore games!

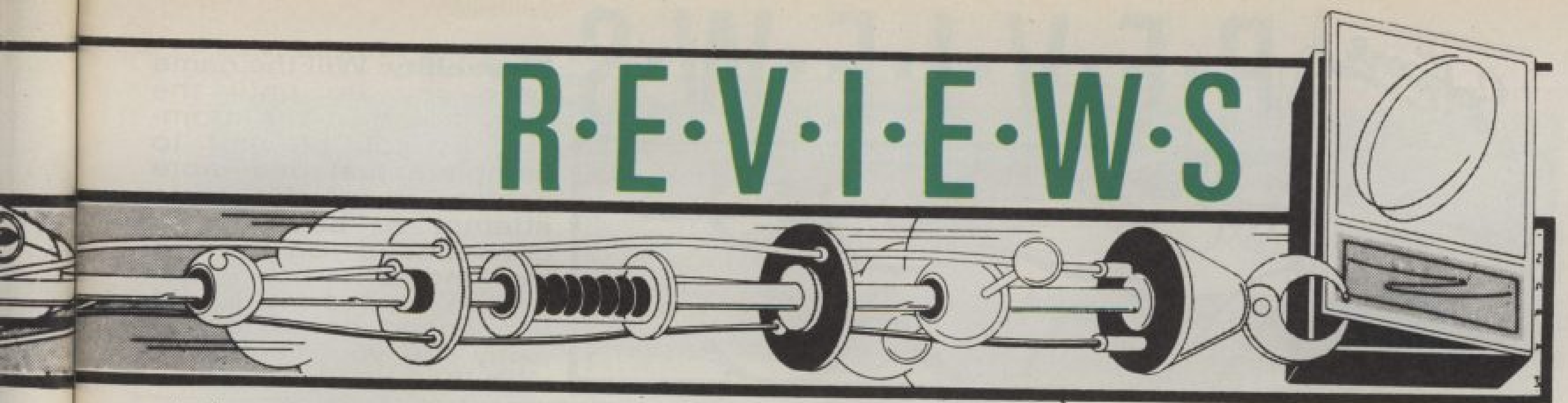
• Graphics	8
• Sound	5
• Value	6
• Playability	6

SOFTWARE STAR

MACHINE: Spectrum/ CBM 64/Amstrad
SUPPLIER: Addictive
PRICE: £6.95 Spec./£7.95 CBM 64/Amstrad

Ever wondered how to go about setting up your own software company? Ever wanted to experience all the hassles of raising cash, programming games, advertising and distributing your product? Ever wondered





what it would really be like to be a software star?

Kevin Toms, designer of that classic soccer strategy game *Football Manager*, could be onto another winner with Software Star — a game which challenges you to become a computer whizz-kid.

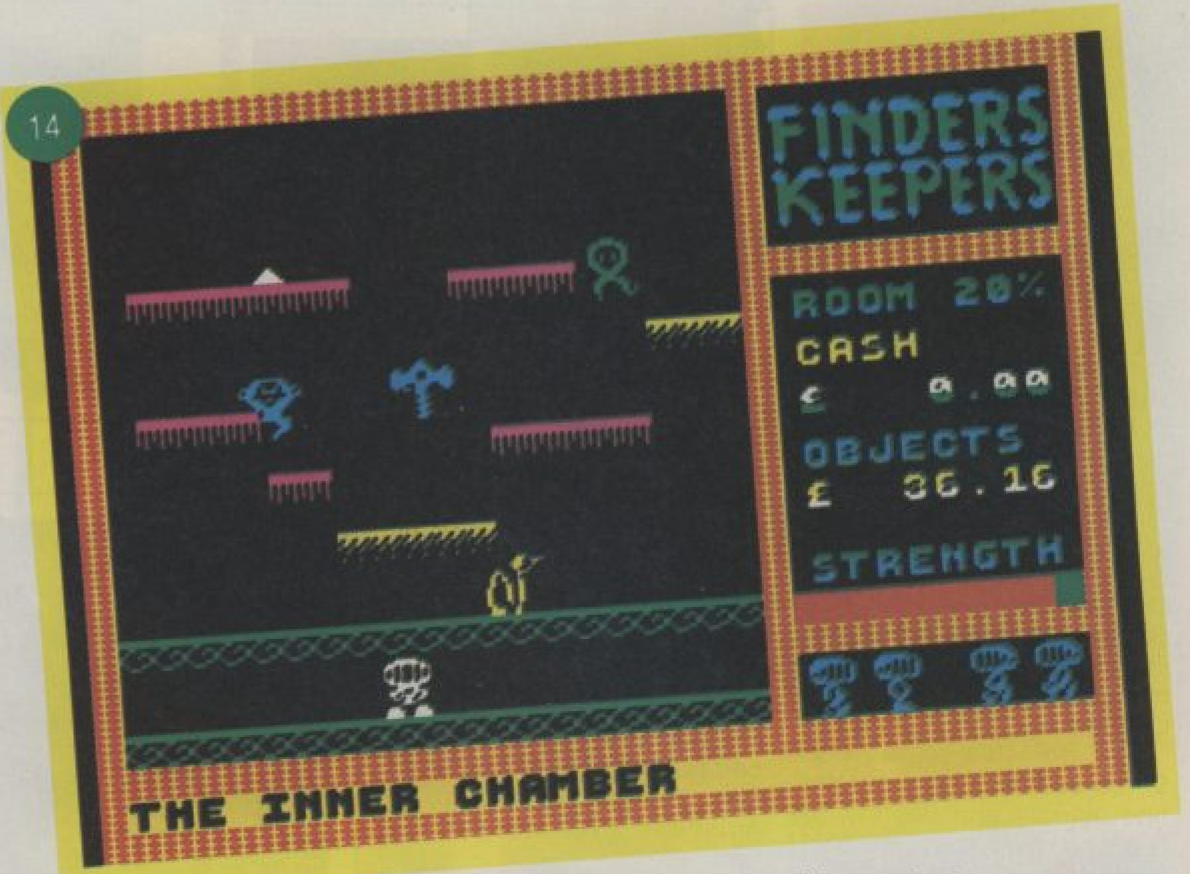
Instead of facing relegation to Division Three, here you might become a bankrupt if you fail to read the market properly, produce the right games and waste your money advertising in any other magazine than *Computer & Video Games*!

Kevin's game challenges you to get a game to number one in the charts and stay there for 10 months while at the same time making a pre-tax profit of £10,000. Easy? Just like real life, it definitely isn't easy.

The bank manager is always around the corner threatening you with a rolled up copy of your overdraft!

Software Star is an original strategy style game which could catch on. It will certainly make any would-be software supremo think twice about starting up his or her own business. Now, where did I put that bank statement . . .?

• Graphics	8
• Sound	n/a
• Value	7
• Playability	7



14 FINDERS KEEPERS

MACHINE: Spectrum/ keyboard or joystick
SUPPLIER: Mastertronic
PRICE: £1.99

STAR GAME

"Ere, I thought you said Mastertronic games were a load of rubbish"

"Yes, I cannot tell a lie. It has been known for me to pass a judgement of that kind in the past."

"Well, what would you say to a game which has excellent graphics, loads of screens, beats the pants off a lot of the current hit games — and costs just £1.99?"

"I'd say the software company had a mega-hit on their hands, mate!"

"So Mastertronic games can't be all that bad then?"

"Pardon?"

"Yes, *Finders Keepers* is the latest budget release from Mastertronic. And I found it — so I'm keeping it!"

Finders Keepers features a neat new video character called Magic Knight — who by, all rights, should star in a few more games. He's such a nice guy!

He has been sent by the king to find a gift for the princess who will soon be celebrating her birthday. Our mate Magic finds himself in the Castle of Spriteland which is packed with treasures — and energy-draining monsters.

The game features more than a touch of Adventure too — as you can trade items with ghostly traders who are more than willing to bargain with you.

You can also examine objects you find by hitting the appropriate key — some objects react with others in strange ways which you'll discover as you play.

There are mazes to be solved and puzzles to be puzzled over in this original combination of platform and *Atic Atac*.

There are two ways to play. You can either collect as much treasure as possible from the castle and escape with your booty — or you can return to the king and join the famous Knights of the Polygon table!

Mastertronic have a real hit on their hands with *Finders Keepers*. A number one? You bet!

• Graphics	9
• Sound	9
• Value	10
• Playability	10





Playability: Will the game keep you up until the early hours of the morning, as you attempt to complete just one more screen in a desperate attempt to beat it? Or does it send you to sleep the moment the intro-screen appears? Could you spend hours locked away in your bedroom with it?

15 SORCERY

MACHINE: Amstrad
SUPPLIER: Virgin
PRICE: £8.95

STAR GAME

What's THE BEST game around for the Amstrad right now? *Sorcery* that's what.

C&VG's review team voted this the best game ever for this machine so far after spending hours playing it! I was the unlucky one who had to drop the joystick long enough to write this review.

Sorcery follows the current arcade adventure trend — but does it with style. The idea is to help the last Free Sorceror free all his mates, imprisoned by the evil Necromancer, and destroy that evil Overlord.

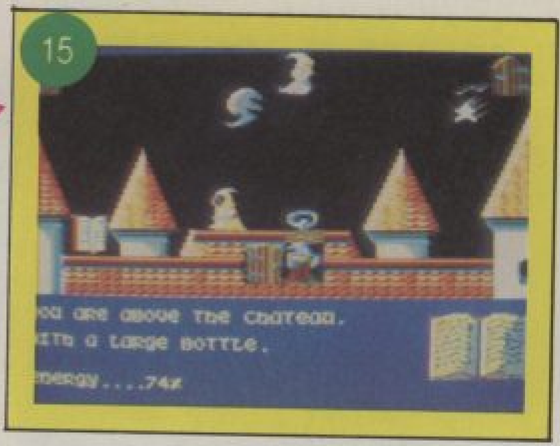
To do this, the Free Sorceror must solve puzzles, find objects and destroy the Necromancer's evil assistants — and all before the time limit runs out!

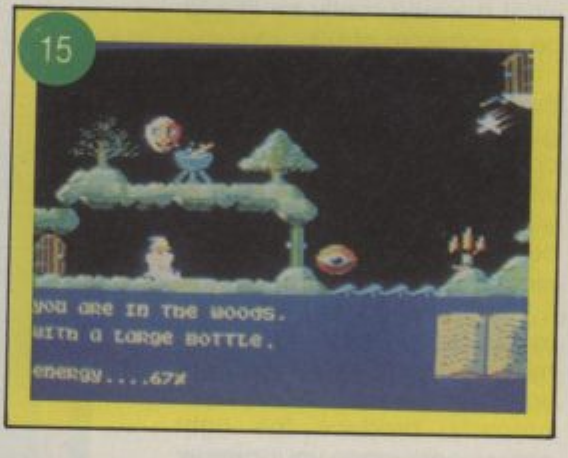
The graphics are stunning — beautifully drawn and animated — showing just what can be done with the Amstrad. There are 40 screens to wend your way through — each one with something new to delight the eye. Our screen shots can't hope to do it justice. Oh, and the sound is pretty neat too — especially when you fall into a pool or river!

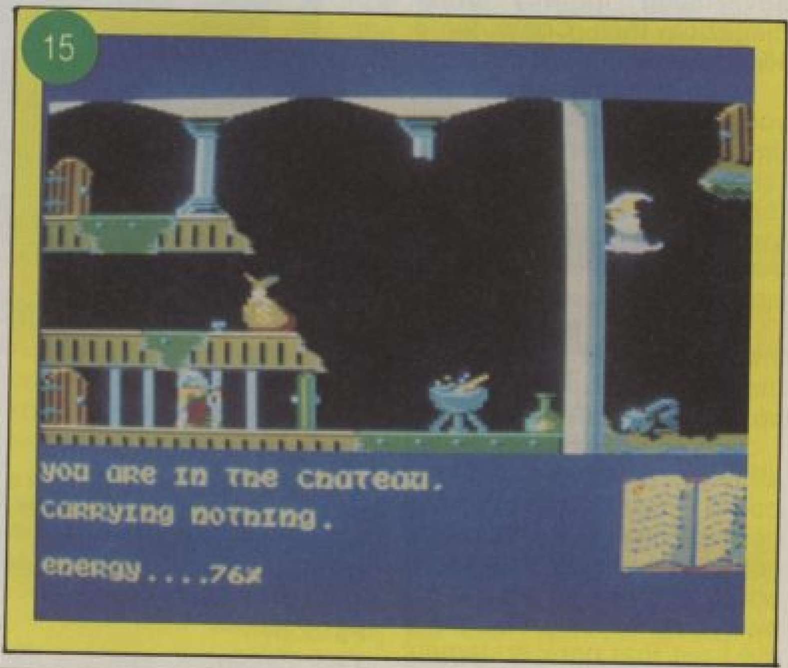
Game play is absorbing and totally addictive. Not a game you can get away from easily. And with that your reviewer rushed back into the computer room, pushed aside the crowd around the Amstrad and claimed his turn . . .

Don't waste any more time reading this. Just go out and get *Sorcery* — you'll be enchanted!

• Graphics	10
• Sound	9
• Value	9
• Playability	10

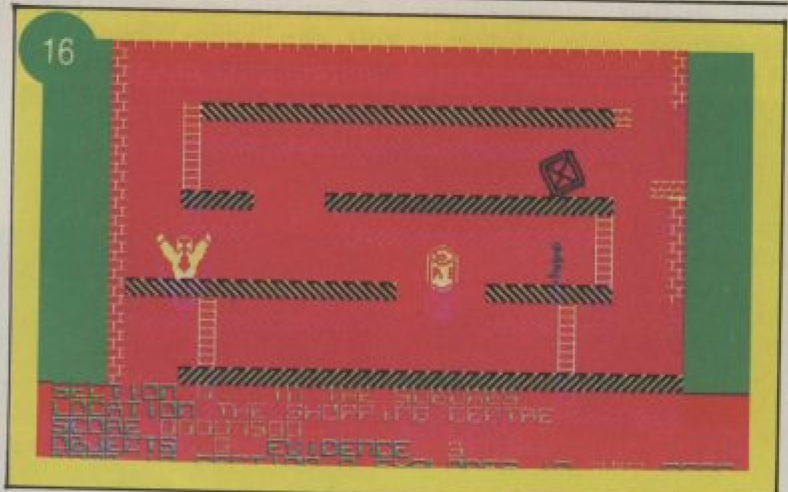






16 AUTOMAN

MACHINE: CBM 64
SUPPLIER: Bug Byte
PRICE: £9.50



Automan is the third game out to claim the *JSW II* crown. It stars the hero of the TV series *Automan*, the Tron-style computer generated super-sleuth who uses a glowing cursor to create super-cars and super-copters.

In the Bug Byte game, Automan is out to destroy an evil Automan clone — created by an underworld crime organisation who have stolen a copy of the program used to generate our computerised hero.

Great scenario — shame about the execution of the game. The graphics just aren't up to the standard expected on the 64 these days.

However once you've got used to seeing Spectrum-style graphics on the Commodore, actually playing the game isn't that bad — but not awe inspiring either.

There are a series of platform screens inhabited by various nasties. My favourite was the mutant shirt and tie! Automan has to collect bits of evidence from each screen that will lead him to the Automan clone which is causing havoc in the city.

At the bottom of each screen there is a read-out telling you just where you are in the city and how much evidence you have collected — among other things.

A novel twist are the stages of the game which take the form of a 3D maze style car chase — complete with the super Autocar! — through the city streets as old Auto closes in on the villains.

Packaging and documentation are good — as you'd expect from Bug Byte — but the £9.50 price tag woiuld make me think twice about this game.

• Graphics	6
• Sound	7
• Playability	7
• Value	6


SUPER
PIPELINE
II

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ANIROG KONG. For the solution to the Commodore 64 game send cheque or postal order for £1 to Colin Davis, 24 Carrickburn Road, Carrickfergus, County Antrim, Northern Ireland BT38 7ND and include a large s.a.e. all screens are fully mapped.

ATARI 600XL (brand new) £50, 1010 recorder £25, Pole Position £10, Zaxxon £10, Airstrike II £5, Defender £10, and many more books and games at bargain prices. 0685 813664.

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WE ARE a group of Italian Spectrum's users who would like to undertake an initiative of exchange of ideas, experience and software with some English users. If you are interested in it, please write to: Spectrumclub Desenzano, c/o Piervittorio Trebucchi, via Castello 1, 25015 Desenzano (BS) Italy.

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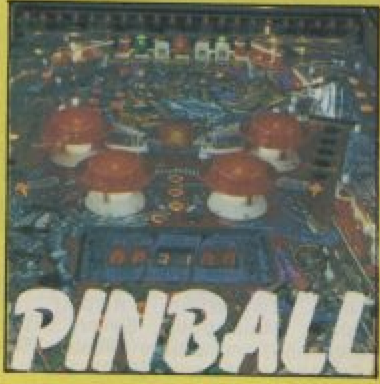
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ARCADE

By Clare Edgeley



Stern Electronics have released their first pin for around three years. *Lazer Lord* is a copy of one of their older games, *Quicksilver.* Stern decided to quit pinball production in favour of a larger output of video games — well we all make mistakes. I hope that *Lazer Lord* will be the first of a new run — the only problem is that Stern have filed for Chapter Eleven, a process in US bankruptcy.

The good news concerning the demise of D. Gottlieb, as reported in the February issue, is that the pinball side of the company has been taken over. Two former directors of Mylstar have bought the pinball production line and are currently producing two machines. The new company is called Premier Technology and I haven't been able to find out if the new pins will bear this name, or that of Gottlieb. The aforementioned games are *Touchdown* and *El Dorado,* the latter being a remake of a 1975 electro-mechanical.

The latest offering from Bally is *Spy Hunter,* yet another "Pin of the Video". One of the first things that struck me was a rather nice cabinet design, a feature not often given too much attention by manufacturers. I think this is the only machine I've seen where the flippers are not dead in the centre of the playfield. The game is a Back To Basics, but with a very interesting playfield layout. Features include: shooter lane rollovers, four flippers, drop targets and the interesting "Boop-a-Ball" feature.



ONE IN THE EYE FOR THE EYE!

Space, the Final Frontier, and the year is Stardate 1984. The year in which I Robot from Atari destroyed the Evil Eye and returned his galaxy to democratic rule.

Determined to rid their planet of this terrible scourge — for the Eye has gained full power and rules their lives mercilessly — the inhabitants band together and choose an unhappy interface robot to lead the fight against Big Brother.

The game rules are simple — no jumping! And that is the only way in which I Robot is ever going to get near enough to assassinate the Eye which glows a demonic red as it casts its gaze over the planets. However, at certain times it changes colour as it blinks or looks away and on these occasions the robot can advance forward by way of the red zones thus destroying the Eye's protective shields.

Once the shields are destroyed, he can go in for the kill. But the Eye has other means of defence and the robot will be assailed by attack waves of beach balls, pyramid mines and, in later levels, space sharks — all of which must be avoided or destroyed.

The robot will find a red pyramid on every third screen which must be entered after the Eye's destruction. Inside is a cache of jewels to collect although there is time for only one attempt. Should the robot die, he will be thrown backwards into a space wave and a life will be lost.

After the Eye has been destroyed, the robot will then be free to travel through space liberating other planets where the process must be repeated, though each attempt increases in difficulty.

Whilst travelling through space, it is possible to gain bonus points from shooting all tetrahedrons and you can also earn an extra life by shooting the individual letters of I ROBOT as they appear in space waves.

Once the game is in play, it is possible to view the terrain at different angles by pressing the start button — a nice touch and one that allows you a bird's eye view of the positioning of the red zones.

The graphics are perhaps the most unusual of any arcade game around — a cubist's delight. Control is by joystick and two fire buttons.

Good luck to all who are courageous enough to fight the Evil Eye. Your life expectancy is short but — oh boy! — the satisfaction on killing the Eye.

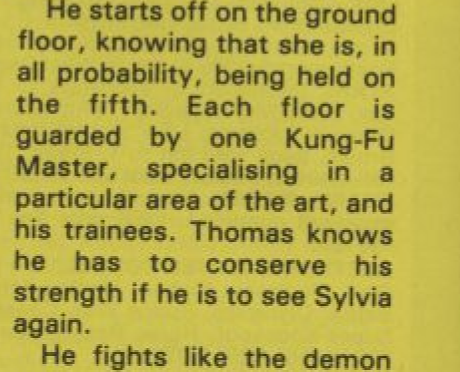
CAN YOU RESIST THE TEMPTATION?

"Go to the Devil's temple where the sons of the Devil will entertain you . . ." and if it's entertainment you're after, you'll certainly get it in *Kung-Fu Master* from Irem Corporation — one of the most hard-hitting, breath-taking fast games for Kung-Fu adepts.

You play the part of Thomas whose girlfriend Sylvia has been abducted — the first you know of her whereabouts is from the information contained in an anonymous note. Thomas rushes off to the temple, only to find that he has to kick and punch his way through hordes of the Devil's hatchetmen to reach Sylvia.

He starts off on the ground floor, knowing that she is, in all probability, being held on the fifth. Each floor is guarded by one Kung-Fu Master, specialising in a particular area of the art, and his trainees. Thomas knows he has to conserve his strength if he is to see Sylvia again.

He fights like the demon himself — a whirling, kicking, jumping, fighting machine controlled in his anger by an eight-way joystick and punch and kick buttons. The Devil's men fall like ninepins but there always seem to be more to take their places. At last he reaches the staircase and, at the top, the Master of the first floor. The fight is hard and draining but Thomas wins through and makes his way upward.

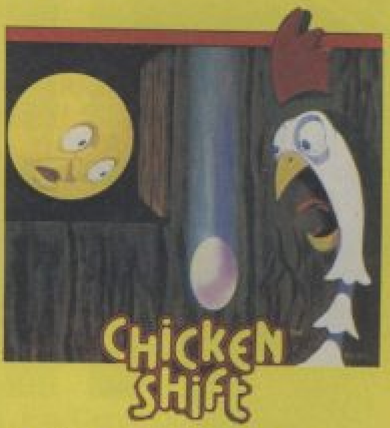


If he receives too many punches, his energy levels drop to a fatal level. However, it is possible for him to absorb a large number of hits and to wriggle out of trouble more often than not. To regain his energy, he has only to knock a few of the henchmen down but should they succeed in draining his energy he will lose a life.

The pace of the game is very fast and the illusion of speed is enhanced by a catchy jingle which really

lends itself to the action. The graphics are smooth and picturesque and Thomas' movements are lifelike. Although the names Thomas and Sylvia don't sound very Japanese, don't worry as the music isn't either. But the action is!

If you thought that *Karate Champ* was good — wait 'til you try this one!



ALL YOUR EGGS IN TWO BASKETS!

Arcade Action in the chicken coop! The egg-laying cycle of a chicken is a highly unusual theme on which to base a game — after all, chickens aren't that interesting and one tends to think of them, more often than not, as part of one's Sunday dinner.

However, Bally/Sente have come up with *Chicken Shift,* the story of a couple of bored battery hens, and turned the idea into an unusual game which calls for quick reactions.

The two chickens, in cahoots to thwart the egg collecting farmer, have decided to lay so many eggs so quickly that most will smash on the ground before he can catch them. Two narrow, convoluted chutes run and cross each other from the nests to the collecting baskets and the eggs usually run down these to land quite safely.

However, where the chutes cross, there are moveable sections of pipe which switch through 180 degrees to connect one chute to another. There are several of these connecting sections and, whereas they always connect half the chutes together, there are always sections left hanging in mid-air.

As the eggs start to roll, it is vital for the farmer to be on hand to switch the sections and so ensure a safe landing for the eggs.

This is very easy at the beginner's level and it's easy to grow complacent as you juggle the eggs to their journey's end. The chickens sense your feelings of "it's a sinch!" and start laying faster. It soon becomes almost too much for your reflexes — as fast as one egg travels down one chute, another will be taking the other chute and the sections will not be joined. There can be several eggs rolling at once which tends to make life really hectic.

At this point you tend to lose concentration, forget to flip the sections over and the eggs fall off and smash. The chickens' eyes almost twinkle and they start to lay at an even greater rate.

The graphics are beautifully portrayed, bright and colourful and there is an option for a two player game where you can choose to play either as partners against the computer or as opponents.

Chicken Shift is one of those games whose very simplicity makes it thoroughly addictive and enjoyable.



FAST & FURIOUS FREE·FOR·ALL

Games designers seem to have reverted to the days of their childhood when they enjoyed playing with their Dinky cars and racing round a Scalextric.

There is a vast amount of driving and racing games already on the market and more keep streaming in to join the ranks.

They do make money so it could be assumed that men are just little boys at heart and would play with their toy cars if society wasn't so disapproving of such activities. However, playing on the video screen is an acceptable way to enjoy the thrills and spills of the race track without friends and family dragging you off to see your local psychiatrist.

Attack Rush from Konami is one of the new releases and is surprisingly great fun. The aim is to get round the course in one piece within the time limit allowed and to forget all about the rules and regulations of racing.

You are allowed — in fact, it would be foolish not to — to bump into, crash into, jump onto your opponents' cars and generally do to them what they are doing to you — trying to stop you reaching the finishing tape. Your car can turn somersaults and jump into the adjoining lane — splat! — on top of your opponent's car, effectively squashing him.

Various obstacles litter the track including huge oil drums which it is wise to avoid.

If you manage to destroy all your fellow competitors, you will gain extra fuel and can forge ahead to more destruction.

Attack Rush is a fast and exciting game — you will need cat-like reflexes and no sense of fair play. Well worth spending a few 10ps on this one.

HINTS and TIPS

Join the Professionals! Carl Lyons from Huddersfield in Yorkshire shows how you too can beat Luke Skywalker and Daley Thompson at their own games. If you have any tips on how to make the most of your favourite game, please send them in to Arcade Action, *C&VG,* 30-32 Farringdon Lane, London, EC1R 3AU.

STAR WARS: Using the Force

You will be awarded 5,000 points for "using the force" if you don't fire whilst going down the trench.

TRACK & FIELD: The Javelin

In the Javelin event, get a speed of more than 1180 cm/s and an angle of 80 degrees. Your javelin will then fly out of the top of the screen and hit a hovering bird which will fall to the ground giving you 1,000 bonus points.

TRACK & FIELD: The High Jump

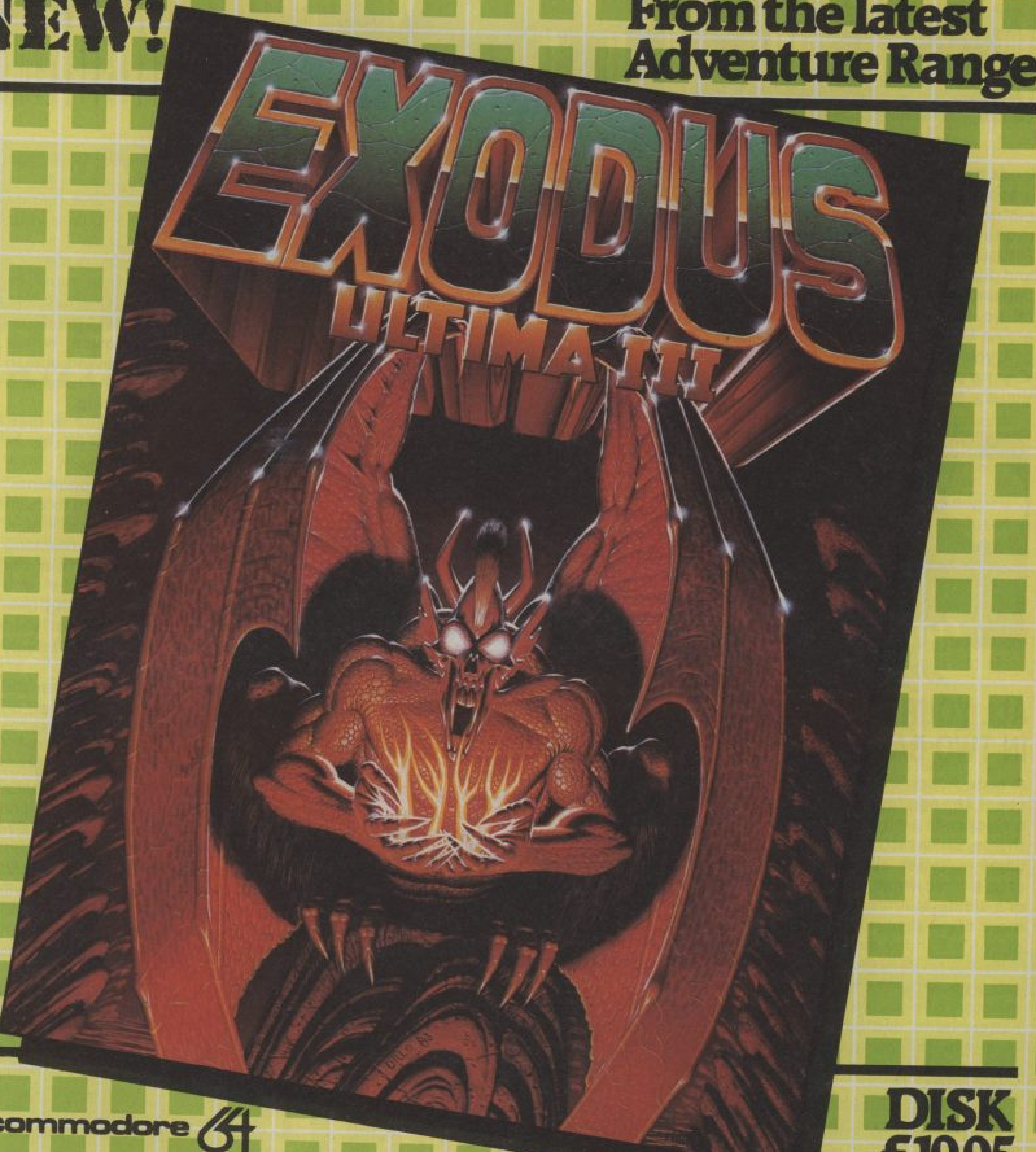
In the High Jump, deliberately fail twice at the first height (2m15). If you then manage to qualify on 2m36, a mole sticks its head out of the ground giving you 1,000 more points.

SUPER LOCOMOTIVE: Conserving Fuel

On round four, and every preceeding round which is a multiple of four, chug through the first tunnel where you will see an oil train when you get to the other side. Collect it and reverse back into the tunnel until the exit is well out of sight. Move to the middle track and shoot the mail train which is behind you. The whole process can be repeated for ever — you'll never run out of fuel and this process can be used to give you a "hit" of 99 which will give you a huge bonus when you get to the station.

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MICRO ADS





HOLMESIANA

Super-sleuths David and Paul Cunningham of Morpeth in Northumberland surprised Melbourne House when they contacted Paula Byrne, Melbourne's Publicity Manager, claiming to have solved *Sherlock*. "Send us your solution!" challenged Paula and the two brothers did just that.

"We were absolutely astounded when we received it, because they'd got it absolutely right!" Paula told me. "We were fairly confident that it would be at least a year before anyone successfully completed the game," she confessed.

Urgent telex messages flashed back and forth from Richmond to Melbourne in Australia. Although no prize was ever offered for the first solution, Melbourne House were so impressed with the boys' efforts that Paula invited David and Paul to lunch, all expenses paid, at the Sherlock Restaurant above the Sherlock Inn near Charing Cross in London.

David and Paul, being super-Adventurers are, of course, regular readers of *C&VG* and so Paula invited Keith Campbell and Simon Marsh (who played Sherlock "live" on Radio Sussex) along to meet the two brothers.

The Sherlock has a Holmes museum, normally viewed through a large plate glass window set into one of the walls of the restaurant. However, as this was a special occasion, Paula fixed things for the party to actually enter Sherlock's room and browse through his belongings. Sure enough, there were the pock-markings of bullets in the walls, a fine collection of old pipes and Sherlock's deer-stalker and cloak hanging on the door. By the old-fashioned fireplace Keith presented the two lads with piles of "goodies" from Melbourne House, *C&VG* and himself. Two bulging carrier bags changed hands, packed with magazines, T-shirts, books and software, including Keith's own *Book of Adventure* and game *The Pen and the Dark*.

Over lunch the conversation centred around David's and Paul's efforts to reach a complete solution to the mystery. "We started it about three months ago," explained David, "and we've played every weekend since then."

"Only weekends?" asked Keith. "We weren't allowed to play it during the week, because of our homework!" said Paul.

David, 18, is hoping to go into pharmacy and is studying A-level biology, maths and chemistry at Wall End Technical School whilst Paul, 17, is in the sixth form at King Edward School, Morpeth on his first year of an A-level course in biology, maths and economics.

Asked what other Adventures they had played, David said of course, *Hobbit* was one of them. They didn't reckon much on *Mugsy*, but were very impressed by Melbourne House's latest release, *Castle of Terror*.

Keith adds: It was a great pleasure for Simon and I to meet the very first people to solve *Sherlock*! At the same time as sending in the solution to Melbourne House, they sent one to the Adventure Helpline.

The solution is far more complex and extended than is commonly imagined. Believe me, if I told you, you'd never believe me!

Starting next month, though, I'll be bringing you a series of "upside-down" clues — all thanks to David and Paul Cunningham!

EUREKA!

Eureka is getting its share of the questions these days. With £25,000 at stake, perhaps it's not surprising! Philip Knight of Wolverhampton wants to know what tune must be played to crack the quartz rock? Another with the same problem is Kelly Medori of Milan who has the musical instrument in game three, but cannot crack the crystal. If anyone cares to ring Milan 6705052 for a chat with Kelly about this and other problems, Kelly will be very pleased to hear from them!

Thanks for clues this month to: Geoff Davis of Bridgewater, David Lennil of Northampton and Kevin Hicks who wins this month's top-tipster T-shirt for System 15000 *clues*.

VALKYRIE 17:
● Poison fountain and ringpull telescope for lemonade.
EUREKA:
● If you are thinking of taking to the stage, a good understudy might help you with a uniform performance.
SYSTEM 15000:
● Very Backward company is Selcra Securities — why not pass the message on to RMB?
SORCEROR OF CLAYMORGUE CASTLE:
● A crate — permeate? If I told you, that would be dropping a hint!
EARTHQUAKE:
● To cross the crack, try vaulting with a long stick!
VALHALLA:
● To get Skornir, use Ofnir to get into Midgard, then jump and start looking for an "unobvious" way out. The clue in the manual becomes useful only when you get out of here.
SPIDERMAN:
● Now there's another fine mesh Scott's gotten us into!
● What's within can slow things down, (That means "partly stop"), Wasn't taken — can't be listed, Shoot it at the top.
ERIK THE VIKING:
● Trouble with an eagle? Might as well be hung for a dead sheep as a lamb!
HULK:
● For wonder upon wonder, take Dr Strange literally!
SORCEROR:
● A journal holds the key to a journey. A stitch in time gives the key to the key!

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SECOND TIME AROUND

Level 9 are now producing all their games for the MSX, so I decided to have another look at the oldest Adventure in the newest computer.

On power up, the MSX displays the uses for the special function keys on the bottom line of the screen. Level 9 have retained this display in the game and reprogrammed the keys for the four compass directions plus inventory. Pressing SHIFT reveals and operates their alternate uses: NE, NW, SE, SW and LOOK.

A comparison with the BBC seemed called for, since both micros have a 40 column screen. The text layout is slightly different, but the wording is identical. I played part of the game on both micros, pressing RETURN simultaneously and found that some responses were noticeably faster on the MSX.

My only complaint was that the default screen colours are used, a rather Commodore-like wishy-washy white on blue. This is best overcome by turning the colour right down to black and white and adjusting contrast and brightness to suit.

Sherlock's release on the Commodore 64 prompted me to put on my deer-stalker once more and make for Leatherhead. Unlike the Colossal BBC/MSX comparison, there is a world of difference between Spectrum *Sherlock* and his younger brother.

The text is more plentiful, and I mean text of the useful variety. On commencing the game, the first location includes details of the plain door, and "my" door. In the Spectrum version, doors are not mentioned here and I spent two frustrating hours trying to leave the room before hitting upon the description "MY".

Melbourne House have also added a couple of extras to the package — an extract from a railway timetable which includes a list of station addresses and four sample session listings designed to give the "feel" of Inglish as it is typed, plus a few clues.

The game seems to play slightly differently as well. Did I imagine it, or was that train just a little harder to catch?

Full marks to Melbourne House for the improvements which turn *Sherlock* into a first class Adventure game. I won't comment on the "music" — I just turned it right down!

I recently made a visit to my old Computer Club at Hythe in Kent, to stage an Adventure Competition. I had started these some years ago, the idea being that a number of teams of three or four play the same unseen game simultaneously with someone on hand to give a few hints, and to adjudicate.

Once TRS-80 dominated, the club is now heavily BBC biased, with a sprinkling of Spectra. Thanks to the good offices of Mike Woodroffe, I managed to get hold of some *Spidermen* just prior to release. On the appointed evening, 1 Spectrum and 10 BBC teams arrived.

I had quite happily played *Spiderman* on a graphics-free TRS-80, and enjoyed it. The BBC version, too, is text only. But on the Spectrum the graphics are superb. Not only are the pictures startling and interactive, but

MRS ROBINSON AND FAMILY!

To the sound of south sea island music, I found myself on the deck of a boat with my family, a cow and a dog. The timbers below the deck creaked as the waves beat against the smashed hull.

Thinking we had better abandon ship before it completely disintegrated, I set about gathering our possessions before we made for nearby land.

Once safely on terra firma, my brother Franz and I set about exploring, whilst Mum and Dad set up a camp. There's plenty of interesting places to go, so I think I shall like it here!

Swiss Family Robinson is a "Windham Classic", one of the latest in the fast-growing range of fiction-based Adventures from Spinnaker Software in the USA. These run on Apple and Commodore 64, both on disc.

SFR comes with a 16-page instruction booklet giving full details of loading and playing, with examples and some background information on the classic book. There is also a "nature-key" poster which depicts and describes the wildlife, flora and fauna and natural features on the island. This is all contained in a box masquerading as a book.

Talking of books, if you open one found aboard the wreck and type in FIND, followed by, say ALBATROSS, a page of the book will be displayed graphically, with a text entry full of facts about the Albatross.

Every location has graphics — instantaneous and sometimes interactive. If a monkey up a tree should take it into his head to throw a coconut at you, the missile can be seen hurtling across the screen! There are some sound effects too which add to the realism.

Unfortunately, the mode of input somewhat spoils an otherwise excellent game. What happens is this. As soon as you type a space, the program checks to see if the previously entered characters form part or whole of a word it knows. If they do, it completes the word if an abbreviation and reverse videos it. Thus you can check whether the word is known before proceeding any further. When you press RETURN, the same happens to the last word and the nearest match is printed. So if you type TAKE TO, you get TAKE TOOLCHEST, but TAKE T returns TAKE TURTLE. On the other hand, TAKE B gives TAKE BOOK, but GO B gives GO BELOW! Clever, isn't it?

But just like people who are too clever, it can be very annoying! I wanted to type "Put rope in boat", but when I typed the space after "rope", the word IN was supplied for me. This can be severely disruptive when typing at speed and it takes a while to adjust to omitting certain words when in full flow. It is almost like speaking to someone who interrupts by finishing the end of each sentence for you.

Your objective is to survive until rescued. The classic story doesn't place too much emphasis on being rescued, indeed, in the book the parents elect to stay behind on the island when rescue comes. In the game, however, to be rescued becomes a high priority and part of the challenge is to discover the quickest way to achieve this.

SFR is worth playing despite the input methods for, once you get used to it, you will find an excellent game designed for the younger adventurer.



they are held in memory and zapped to the screen in less time than it takes to say LDIR. Even I, a confirmed textaholic, was impressed.

Now BBC types tend to be rather contemptuous of "toy" Spectrum owners, so when the game was underway I casually announced that anyone who wanted to see what was actually going on should take a look over the shoulder of Reg, our Spectrum player. They were so taken with the pictures that we nearly ended up with one team of forty players!

One note about tape versions of *Spiderman.* Contrary to the instructions, there is no full-sentence interpreter only, as Mike Woodroffe put it, "pseudo-fill-sentence". Thus many of the examples in the booklet, such as "Go all the way up" do not work.

Unfortunately the printing was done before the conversions were completed, says Mike.

ADVENTURE CHAT

Here are some more Adventure funnies, sent in by Michael Spiteri of Victoria, Australia, who has been having a laugh with *Deadline.*

Look under bed: "No doubt you are looking for the bogeyman — you are out of luck!" CLEAN something: "Cleanliness is next in line to godliness but in this case it is next to uselessness!"

Sick of *Thorin* and his quest for gold? Want some peace? Try climbing into the wooden chest and closing it, says Philip Knight, who reckons you should now be safe. There is no way he has discovered of getting out. If you want to risk a broken neck, he adds, you can walk around inside.

"I know the correct usage of every spell I have so far found in *Claymorgue*, including the crafty use of Permeability to get you into the crate," writes John English, of Northfield, Birmingham. I smiled smugly, and give you permission to do the same if you know why! Carry on, John, don't let me interrupt! (Why on earth does he want to get inside the crate, I wonder? Scott's solution is much loftier than that!)

QUICK REVIEW ROUNDUP

Upper Gumtree is the most boring place in the known universe, where baked beans for tea is a Big Event, says the inlay. Sounds like Scarthorpe all over again, and well it might, for it too comes from Richard Shepherd Software.

Your mission is to stop the mad Professor Blowitovitz (see what I mean?) who has set up a secret laboratory in Gumtree and perfected a fiendish plan to dominate the world.

The fast graphics are quite good, but there are some mentioned features that appear not to exist when examined.

Altogether a vast improvement on their last offering *Urban Upstart*, *Upper Gumtree* is for the Commodore 64, priced at £6.50. All those U's intrigue me! Wonder what the next title will be?

Personal Rating: 7

The Key to Time, dedicated to the memory of William Hartnell, is a Dr Who game that should please all fans of the series. Looking very Quilled, but a worthwhile game for all that, it comes from Lumpsoft and runs on a Spectrum.

You will first have to learn to operate the Tardis, and a few devices within it, and then you can begin to explore in search of the pieces of the lost key to time.

What endeared the game to me was the response when I typed WAIT:

Time passes
The infinite sounds of time trickle through the cosmic hourglass.
I can't keep this up all night.
I never wanted to be an Adventure game.
I wanted to be an arcade game.
I wanted to be . . . A Lumberjack!
(music starts)

Personal Rating: 7

Holy Horrors is the very appropriate title of a BBC Adventure from Romik. The cassette inlay is nicely illustrated with a werewolf, a fanged Dracula and a macho adventurer clad only in boots, straps and a casual but strategically placed piece of tatty rag. I saw none of these on the graphics screens.

Finding the golden goblet stolen from the church in the village of Clingwood is the quest. How did I fare? I managed to find seven locations, one object, and die twice before I grew too bored to continue and my poor old Beeb pleaded to be loaded with something more interesting.

Personal Rating: 3

Not my Beeb's lucky month, I'm afraid, for I next unwittingly fed it with something even more horrific. *Escape from Mansion Beta Minor* has as one of its first problems how to find and kill the bug that makes the game unplayable.

Unfortunately, no score points are awarded for this.

Your space ship has crashed on an alien planet and, after travelling around, you spot a rocket behind a country mansion. You must use your INTELLECT to buy the rocket from the natives and return safely to earth. The only acceptable currency on the planet is — FRUIT!

Nevertheless, I'll try anything once. Starting in the courtyard of the mansion, I was faced with four doors. The first puzzle is to open them and, after some hard brainwork, I discovered that the subtle secret was to use the key lying overtly in the courtyard.

UNLOCK DOOR, I commanded, whereupon a message flashed up to ask which one and the program immediately went back to "Continue a saved game?" For anyone unlucky enough to have spent money on this game already, here's what to do. Press BREAK and ESCAPE repeatedly until you break the program. Type OLD. If you are not squeamish, you can try listing the program from line 15 — otherwise just delete line 20 (ON ERROR RUN) as insurances and then change the semicolon after the INPUT statement in line 2450 to a comma. Obviously someone used to a standard Basic wrote this, forgot which machine they were on and then forgot to play it.

Type RUN, now, and you're away. You will be able to sample the delights of opening the wrong door in the courtyard. Ha ha ha!!!

Not bad for a schoolboy effort, but commercially just rubbish, from Britannia Software Ltd.

Personal Rating: 1

Thus it was, that Paul, Simon and myself rose early one freezing morning in January, to meet up at Euston Station.

A quick coffee and a bacon butty in the buffet, and we boarded the train for Crewe. We were on our way to the Treasure Trap Castle or, to give it its proper name, Peckforton Castle, near Tarporley in Cheshire.

We had expected the castle to be almost deserted at this time of year. How wrong we were! We entered by climbing up a spiral stone staircase and found ourselves in a large hall packed with characters from a bygone era.

Dressed in odd costumes, they carried swords and shields and gathered in groups, muttering darkly and talking tactics while waiting for the start of their Adventures.

We were introduced to our referee, who asked us if we would mind being joined by two others — Daikin Marsh aged 13 and Martin Foulger aged 14, two schoolfriends from Marple Hall School in Stockport. Both, we soon discovered, were computer owners. Daikin had a Dragon and Martin a BBC.

Moving off into a side room, Mark Roberts our referee and his assistant Helen Davies spent 10 minutes or so explaining the rules.

We were but peasants they told us, and, like all novices, had to undertake the Basic Adventure before being able to participate in more specialised and advanced ones.

The mode of play would be similar to Dungeons and Dragons, except that we would actually BE the characters. We would act the part as if we were the figures being moved around a table-top dungeon. Only this was for real!

Because this was an introductory Adventure, we could take on varying roles and decide later which character to adopt in future Adventures.

The characters were a Guardian, fighter and defender of the group; Scout, who goes ahead to detect hidden traps and dangers; Elementalist, the reader of runes and caster of magic; and Lore Warden.

We were each allowed to use one spell and one miracle should we wish.

We could "light" a dark area for a short while, "ignite" a candle, "cure" a wound, and so on.

The dungeon we were to enter was known to be populated with Orcs, small creatures who were basically cowards, but could prove dangerous if tackled single-handed.

If we stuck together in a group, we should have little trouble in dealing with them, for, like Norwegian parrots, they tended to stun easily.

Zombies might also be encountered, explained Mark and he described how to turn them to dust.

At any time Mark or Helen, who would accompany us but be "invisible", might call "TIME OUT" and at this point the Adventure would be suspended for the assessment of wounds and the calculation of strength.

Wounds would be counted as marks made by the sticky red dye on the ends of the Orcs' swords. TIME IN would signal the resumption of the game, whilst TIME FREEZE would mean that we must all stop dead in our tracks, to allow some re-arrangement of the room to take place.

Usually we would be told to close our eyes during a freeze and by this device objects might be "teleported" into our room.

We were next taken to another large hall and issued with rigid foam plastic swords and round wooden shields. Mark instructed us on swordsmanship, stressing that we were here to enjoy ourselves — but safely! We spent a short time practising against one another, until we got the feel for the art.

Before we left the hall, we elected Martin as our leader and then Mark entered our "names" on a chart on his clipboard. Paul had adopted the pseudonym "Thor", Simon, as ever, called himself "Pink Fairy" (enough to make the bravest of Orcs run a mile!) whilst I modestly took the name "Supremo". Tim, Daikin and Martin thought their own names were strange enough for the dungeon!

At last we were ready to begin! We made our way outside the castle precincts, from where our real-life Adventure would commence!

THE ADVENTURE

We stood shivering by the drawbridge in the gathering dusk, our swords clattering against our shields. Our trembling may have been due to the icy weather. More likely it was caused by the foreboding sight of the castle itself, silhouetted against the sky. An arch here, a window there, was picked out by an eerie light reflected by the frozen snow.

Once across the bridge we knew we would be in mortal danger, so we huddled together in a small group, shields outwards, and crossed into the unknown. Before us appeared, as if from nowhere, a tall figure in a flowing blue robe.

"I am the Wizard Prospero," he intoned. "For 500 years my daughter has been imprisoned within and my magic wand stolen. For how many gold pieces will you brave Adventurers sell your services to help me?" After some hard bargaining, a deal was struck.



Only just in time! For a couple of Orcs leaped nimbly from behind a huge oak, menacing us, swords at the ready.

With one accord we attacked, driving them off, watching as they scampered, wounded, into a hitherto unnoticed dark opening in the castle wall. "There!" breathed Prospero, "That must be the secret way into the Dungeons!"

Beyond the hidden portal it was pitch black. Our Scout felt his way in and nervously we followed him down a flight of stone steps. "Stop!" commanded Daikin, our leader, as we reached the bottom. "Let our eyes become accustomed to the dark before we proceed!" Before long, we could just discern a faint shaft of light feebly escaping through the narrow slit of a partly-closed door.

Putting our eyes to the slit, a dimly lit picture of confusion could be seen within. Strange creatures were bobbing around amidst rotting debris and bones.

Whilst we waited, Prospero fumbled in his pocket to produce the dog-end of an unlit candle. "Ignite!" exclaimed Thor, using up his precious spell. The candle lit and by its dim glow we could just see that we were in a dungeon corridor in the bowels of the earth. We formed a tight group, and with the gigantic Supremo up front, a ploy designed to cause panic amongst the Orcs within, we kicked the door open. A fierce battle ensued until we felled all the Orcs.

We were not without our own casualties. One of our number was bleeding profusely from one arm and in imminent danger of death. Without hesitation, Supremo, putting his hand to the injury, said "Cure" and Pink Fairy was cured as if by a miracle.

Posting a guard at the door, we thoroughly searched the room, but gaining nothing more than a few candles, we made a careful exit and ventured further along the corridor. As we turned a corner, Prospero sensed magic. In a small alcove we

ORCBUSTERS!

"There's something strange in your neighbourhood. Who you gonna call?" "ORCBUSTERS!"

This is the story of how the C&VG Adventure Team entered a dank and gloomy dungeon and were confronted by some of the nastiest creatures known to man — Orcs! In the flicker of candlelight, these Orcs looked remarkably like 10-year old boys, making them even more deadly.

Before attempting to tackle these vile Orcs, we had to be briefed in swordsmanship. So trying to act like Arnold Schwarzenegger in the *Conan* films, I set about swinging my sword round and promptly hit myself in the face! (Well, Arnold has had more practice!)

My mother did tell me that there would be things in this job I wouldn't like but, before you read the full account of our ordeals, I want once and for all to squash a rumour. It is not true that when Keith and I were put in the front line, even though having the advantage of height, we knelt down and said: "Look, we're shorter than you lot!" (OK Keith , you can stand up now!)

Every adventure has its heroes and what better account of courage and bravery than when Tim and I, heavily outnumbered, charged in pursuit of three Orcs? How were we to know that there were 15 more lurking round the corner? With amazing speed and dexterity we turned around and Tim passed me at about Mach 1 as we made our retreat!

Treasure Trap is an excellent place to visit if you're a budding warrior. Watch out for the monsters though — and if you get into a tight spot, call us!

We're experts now! We are . . . THE ORCBUSTERS!

Simon Marsh



Supremo and his band.

spotted something.

But it was too late, for charging down the almost endless corridor now before us came a large band of Orcs, brandishing their swords. From behind they came, as well, and we fought bitterly on two flanks, trying at the same time to examine the magic object and determine whether or not it was safe to handle.

At length we came upon the Alchemist's room, its decor completely black save for a red drape across the ceiling, a pentagram and strange runes written on the walls. As we entered, a strange throbbing could be heard, at some times almost inaudible, at others nearly deafening. Here we found the Alchemist in the company of Prospero's daughter and her hand-maiden.

Within the room were two large jars, each filled with a murky liquid, one red, the other green. Wisps of mist were rising from the necks of the jars. "Therein lies a cure and a poison — which is which we know not," explained the maidens.

Sniffing the contents revealed that whilst one had a sweet, intoxicating fragrance, the other had the malevolent odour of an Orc's pharrt.

Since by now three of our number had been badly wounded and were weakening to the point of death, we had to use our logic and cunning to decide which jar held the cure.

Thus, all members of our band of Adventurers restored to full health, we puzzled awhile, and discovered the secret of escaping the room, using the power which we, and we alone, possessed. But we still lacked the wand of Prospero!

Further down the endless corridor we came across a room with a deep pit, a narrow and precarious route leading across it and down to an alcove from which came the faintest flickering of light.



Simon searches a dead Adventurer.



Encounter with a Zombie!

Tim led one of the maidens across, but their passage dislodged the bridge and they became stranded on the other side. But they had discovered a hidden room, where the poor miller's son was imprisoned. Tim freed the poor lad — for the price of the scroll the miller's son had

COMPETITION

If you get your hands on a copy of *Macbeth* you could win a very special prize. Together with Creative Sparks we've come up with a new and original competition idea — but you have to have a copy of the *Macbeth* adventure to enter. Complete the adventure and you could win a holiday weekend at the Treasure Trap Castle! Two winners of the *C&VG*/Creative Sparks *Macbeth* Competition will go to the Treasure Trap Castle and 25 runners-up will receive copies of a brand new and as yet unnamed Creative Sparks Adventure series.

hidden about his person (the boss never does something for nothing!).

The scroll was to prove invaluable later — but for now it was back to the Orc-haunted corridors after Tim and Prospero's daughter had used magic to cross the pit.

On, on, and ever onward, we came across a chamber with a low arched brick ceiling. Two Zombies arose from coffins as we entered and moved stiffly in our direction. We acted quickly casting spells that turned them to dust before they could do any damage. We searched and discovered two icon-niches. One contained an ancient multi-coloured cube, unrecognisable to us, but to become a cult object in a future century. The other a string of red beads and the inscription "With Courage".

We were pondering over these two finds, unable to exit the room through a red portal which repulsed us, when slowly and inexorably, the ceiling began to descend. In no time it was touching Supremo's head and before long the whole gathering was in a prone position on the cold stone floor, about to be crushed.

"The scroll, the scroll!" shouted Prospero. Tim, the least crushed of us all, managed to unravel it and read:
"Hand in hand and red to red
Through the door before you're dead."

We only just made it, with the help of the mystic cube, slithering and crawling as we went. Suddenly, our candles were extinguished as a mighty blast of air hit us and, working our way now through a low narrow passage, a white flashing light part blinded us so that we saw each other as if frozen, even though we moved.

"I sense my wand nearby," breathed Prospero, "Let's grab it and run, run, RUN!"

Into the vast round chamber ahead we rushed, Orcs everywhere. And only the flashing light to see them by!

Hastening towards the safety of the drawbridge, we were again set upon by Orcs — they were all around us.

Rushing to Tim's rescue, Supremo was caught up in the battle, whilst the rest of our party ran on, carrying treasures, wand and the two maidens.

Suddenly and viciously, the Orcs lost interest in Tim, rounding on Supremo.

Supremo fought like a fiend, but the Orcs were relentless and he was overwhelmed and captured. As if from nowhere, an apparition appeared and possessed Supremo's very soul, taking him to face the group of Adventurers now safely over the drawbridge.

"For the return of Supremo and your own lives, I demand the treasures you have stolen from the Dungeon!" he proclaimed. "No way!" they replied.

"Kill their leader!" he hissed at Supremo and unthinking, robot-like, Supremo crossed the drawbridge to do battle.

The Adventurers gasped. "Stop! Stop! You are one of us!" they yelled, their eyes full of uncomprehending horror.

But in no time the leader was lying in a bloody pool in the snow!

THE SCORE

But we had succeeded in our quest — the daughter was free and the wand returned to its rightful owner.

As soon as the Adventure was over, Mark announced that we had all succeeded in reaching the grade of Level 1 Adventurers.

This meant that henceforth we could take part in more difficult, exciting epics.

The Basic Adventure had lasted a couple of hours — we could now embark on more ambitious ones, some lasting up to 24 or even 48 hours.

Elated, we made our way back to the coffee bar for a cup of strong coffee and a warm-up. Daikin and Martin were soon to depart. They, as we, were now qualified to do a bit of "Monstering" and were shortly due to get their own back as Orcs against a new set of peasants!

Which led us to the question — where do the monsters come from? The Treasure Trap venture at Peckforton depends very much on enthusiasts — and there is certainly no shortage of volunteers to act out the various characters and monsters in the games.



Our Alchemist, for example, was Dan Walmsley, up for the weekend from Cambridge, where his alter-ego was a member of the RAF. The weekend? Perhaps I should explain that it is possible, for a nominal fee, to stay overnight in the castle. Bring your own sleeping bag and kip down on the floor in the sleeping hall. Most of the Adventurers present were there for the weekend. "It all adds to the atmosphere," they said. Many were engaged in a 24-hour "professional" level Adventure, already in progress, and due to continue throughout the night.

We spoke to Alan Collins, one of the directors, who told us that at the outset, they had reckoned on attracting 500 or so members. Now, about 60 people undertake the basic Adventure every weekend and membership is running at somewhere between 2,500 and 3,000.

What sort of people come to Peckforton and get hooked? "We have members of both sexes, aged 12 to 55, from all walks of life," claimed Alan. "They range from the unemployed, to bank managers and estate agents. They come from the north and south of the country and as far afield as the Shetlands, America and Australia. There is no other place in the world that has the same facilities and does it so realistically as we do here." That, I can quite believe!

So do you have to become a member to try it out? The answer is no — a very sensible system operates. since you must first, in any case, complete the basic Adventure, you pay £10 to enter it. If you hate the whole thing, then that's that. But if you want to go back for more you must at this stage become a member. The subscription is about £48 per year. However, the £10 you have already paid is treated as a down-payment, so you end up paying the balance of £38 to join.

This year, Alan told us, there will be week-long Adventure holidays, run at their new location at Chislehurst Caves in Kent. The holidays will feature a number of different games. There will be shorter Adventures, and outdoor ones as well.

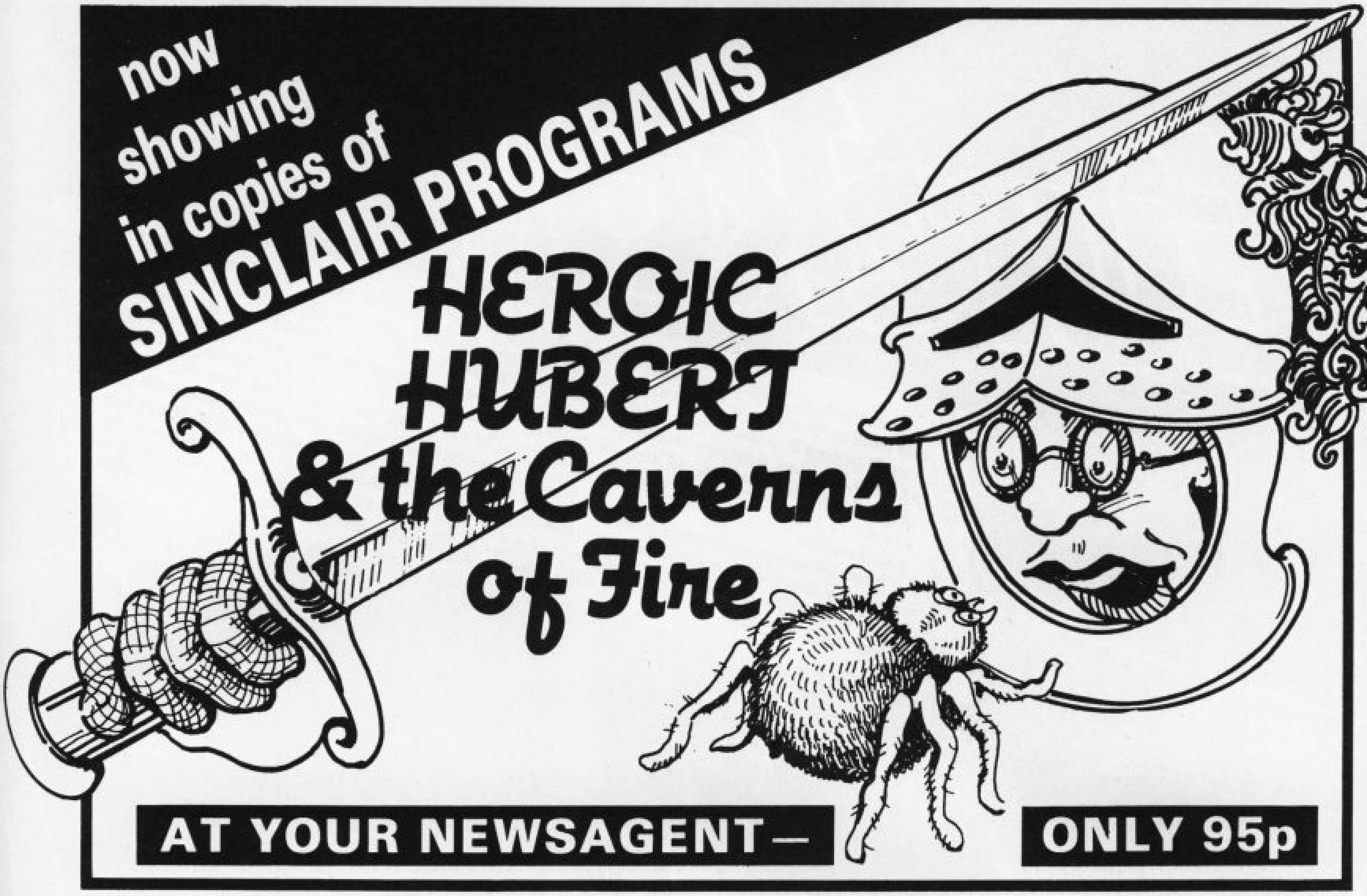
How did we feel about it? Personal Rating: 10. Fast response, superb stereoscopic colour graphics, realistic sound effects and played in real time. But we did miss the flashing cursor and the immortal words: "Tell me what to do?"!! An Adventure that we all thoroughly enjoyed — we can't wait to play the next in the series!

Seriously, though, if you can't wait to join up at Treasure Trap, look at our special "Adventure Club" page. Through the *C&VG* Adventure Club, you can get a 10% discount on your membership fee. Organised *C&VG* visits are a possibility, too.

Or if you prefer, you can get further details for yourself by writing to Fantasy Experience (Wargames) Ltd., Peckforton Castle, Peckforton, Nr. Tarporley, Cheshire, enclosing a large stamped addressed envelope.

By the way, don't bank on picking up any clues from our Adventure. The Basic Adventure is changed every few months and yours will probably be entirely different!

If you do take up the challenge, watch out for us — WE may be the monsters!



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Turn to page 106 for our map of the Prehistoric Adventure

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PREHISTORIC ADVENTURE

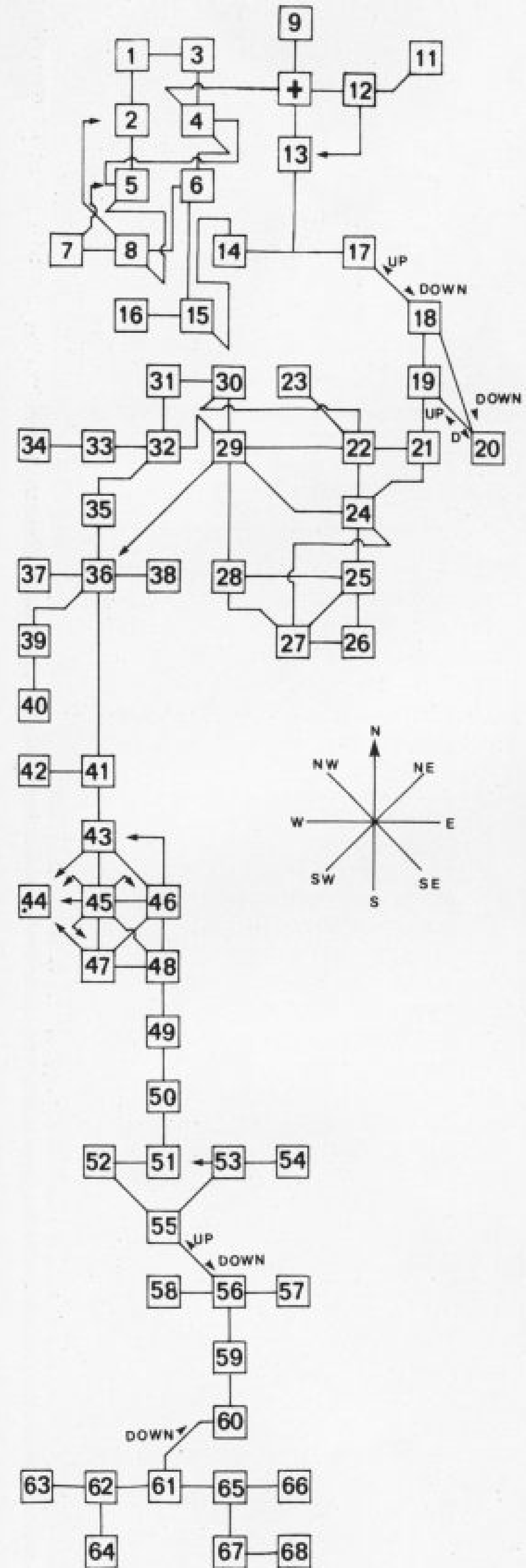
1. In the jungle you will encounter a Tyrannosaurus who would like to make a meal out of you! This is the reason for the time limit. In location six there is a pit which you must jump — the Tyrannosaurus will fall to its death. It's well worth killing this beast as soon as possible.
2. With the flint and the bone you can make an axe. Making the raft in location 14 simply increases your percentage score slightly — there's no value in using the raft. Just leave it.
3. You can get to the bottom of the lake at location 20 by going down at either locations 18 or 19. When you come back up, you will only be able to get to location 19.
4. The Brachiosaurus will step on you if you try to leave location 21 — unless you are patient. Just hang around a while and wait and see what happens.
5. Elephants are supposed to be afraid of mice — so what about Mammoths? Try something with the mouse!
6. In location 35 you meet a Neanderthal man who says "Kong Ka, Bong Ka. He is simply asking you if you are friend or foe. Try answering "Kong Ka."
7. In locations 37 and 38 you will see a pot and a ladder. You need both — but you don't need the necklace or the ruby so offer them in exchange.
8. In location 39 why not have a drink?
9. The shaman will give you some advice while you are in his hut if you let the time limit run out. Unfortunately he doesn't speak English!
10. Fill your pot with water in location 42 and head for the desert. When you get to the edge of the desert, you move south east, then south. As you move further into the desert you will get thirsty — once you get very thirsty you MUST drink.
11. In location 48 you meet another rampaging dinosaur. To kill him make some gunpowder and a gun.
12. Remember what the dinosaur says!
13. After you throw the axe in location 53 you MUST wait until it hits the man in black. Then go east. If you go too quickly, you will die!
14. In location 54 you only need the rope.
15. Use the branch from location 63 in location 58 and cover it with tar. Take it to location 66 and light it — otherwise you could be left in the dark!
16. Location 68 is rather confusing. You must go south a couple of times to get to location 69. However this doesn't work sometimes. Maybe it's the bats that cause you to go round in a circle.
17. Don't forget to take the ladder after you have used it!

USEFUL TIPS

- Don't waste time typing in full commands. You can use commands like "T" to take everything. This saves precious seconds in time limit locations.
- You can enter the Neanderthal village and collect what you need without being friendly — but you must be quick!
- It's quite safe to drink any water you find.



1 Start — rocky gulley.
2 On Savannah, near to jungle's edge — time limit — take mouse.
3 Patch of gravel strewn with boulders — take flint.
4 Hot, humid jungle — time limit — see hints no. 1.
5 Hot, humid jungle — time limit — see hints no. 1.
6 Hot, humid jungle — suspicious-looking depression — always jump — time limit — see hints no. 1.
7 Hot, humid jungle — time limit — take creeper — see hints no. 1.
8 Hot, humit jungle — see hints no. 2.
9 Base of some mountains.
10 Standing amongst Pterodactyl nests — take saltpetre crystals — time limit.
11 Mammoth's graveyard — take rib bone.
12 Eastern end of a murky swamp — take some coal.
13 Northern bank of a river.
14 Northern bank of a swiftly flowing river — cut tree — make raft — see hint no. 2.
15 Hot, humid jungle — time limit — see hints no. 1.



NOTE
All directions correspond with the compass unless otherwise shown.
—indicates one-way directions.

16 Hot, humid jungle — time limit — see hints no. 1.
17 The top of a vast, tall waterfall — use look for hidden steps.
18 Slab of rock on the northern bank of a clear lake — see hints no. 3.
19 Surface of a clear lake — see hints no. 3.
20 Bottom of a clear lake — time limit — take large bright ruby.
21 Marshy, swampy region south of the great lake — Brachiosaurus munching on the vegetation — take hollow log — see hints no. 4.
22 Base of a tall vulcano.
23 Standing at the edge of the crater of an active vulcano — time limit — take some sulpher.
24 Savannah, near a blasted tree — Triceratops here — time limit.
25 Savannah near to a clump of trees.
26 Savannah near to a dinosaur skeleton.
27 Savannah near a small pond.
28 Savannah near a large boulder — Stegosaurus here — time limit.
29 Savannah, near a dried-up water hole — mammoths — time limit — drop mouse — see hints no. 5.
30 Grassy plain which forms the south bank of a river — Sabre-tooth Tiger — time limit.
31 South bank of a river in the jungle.
32 Small clearing in the jungle — time limit.
33 Tunnel in the jungle vegetation.
34 Clearing in the jungle — gigantic spider here — time limit — take necklace.
35 Grasslands just south of the jungle — time limit — see hints no. 6.
36 Centre of the Neanderthal village — time limit — take round stone — see hint no. 6.
37 Hut of Smig the Neanderthal — offer the necklace — see hints no. 7.
38 Hut of Kogo the Neanderthal — offer ruby — see hints no. 7.
39 Outside the Shaman's hut — pot of sweet smelling liquid — drink liquid — see hints no. 8 — time limit.
40 In the Shaman's hut — time limit — see hints no. 9.
41 Fork in the trail.
42 Muddy watering hole — fill pot — see hints no. 10.
43 Edge of a vast, sandy desert.
44 DO NOT ENTER — QUICKSAND
45 Vast, sandy desert — see hints no. 10.
46 Vast, sandy desert — see hints no. 10.
47 Vast, sandy desert — see hints no. 10.
48 Vast, sandy desert — rampaging dinosaur — use gun — see hints no. 10.
49 Vast, sandy desert — see hints no. 10.
50 Vast, sandy desert — see hints no. 10.
51 Oasis — throw stick — see hints no. 12.
52 Narrow gully.
53 Rocky outcrop in the desert — man in black — throw axe — see hints no. 13 — time limit.
54 East end of a rocky outcrop — take rifle, rope, stone axe — see hints no. 14.
55 North side of a deep, wide canyon — use rope.
56 Bottom of a deep canyon.
57 East end of a deep canyon — cobra — suck wound.
58 Bubbling tar pit — see hints no. 15.
59 South edge of a deep canyon.
60 Bottom of some tall mountains.
61 Narrow ledge half way up a mountain.
62 Entrance to a dark cave.
63 Far western end of the mountain ledge — take tree branch — see hints no. 15.
64 Dark and gloomy cave — giant cave bear — time limit.
65 Outside a cave on the mountain ledge.
66 Extreme eastern end of the ledge — rub twigs — light branch — see hints no. 15.
67 Large cave — primitive paintings.
68 Large cave — full of bats — see hints no. 16.
69 Small cave — take diamonds.
70 Myriad caverns of the Sacred Caves.
71 Myriad caves of the Sacred Caverns.
72 Myriad tunnels of the Sacred Caves.
73 Many caverns of the Sacred Caves.
74 Myriad caverns of the Sacred Caves — Caesar written on wall.
75 Myriad caverns of the Sacred Caves.
76 Bottom of a sheer rock face — use ladder — see hints no. 17.
77 Top of a sheer rock face.
78 Edge of a deep pit — use ladder.
79 Bottom of the deep pit — take a few large fungi.
80 West bank of the river of molten rock — use fungi.
81 East bank of the river of molten rock.
82 Cavern with a single exit.
83 Icy water at the bottom of the pool.
84 Do not enter — killed on waterfall.
85 Vast cavern lit by phosphorescent rocks.
86 Western end of a large phosphorescent cavern — giant snake — use diamond — take Talisman.

BUG HUNTER



— WRITE TO ME AT: COMPUTER & VIDEO GAMES PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. OR PHONE ME ON: 01-251 6222.

WATCH THAT SLIME

Simon Haynes is currently jumping up and down in excitement in Stoke on Trent, after being the first in his street to find a bug in *Ghostbusters* for the 64.

When you go to trap a ghost, he says, move your ghostbuster to the far left of the screen. Press the fire button to release the second man and move him directly over the first so that only one of them is visible. With the trap in the middle of the screen, fire the guns. The ghost will be caught every time. If only it was as easy as that in the film.

CUT THE RED WIRE

Here's yet another tip for Quickshot II users. If you use the Cambridge Computing joystick interface, you will find that the auto fire facility on the joystick is always activated by the interface. You can disable the auto fire mechanism quite simply. But before you break into your joystick, remember that this will invalidate any guarantee. Also, *C&VG* can not be responsible if you damage your joystick by performing this modification.

Right, now you're sure that it's safe to continue, remove the handle from the joystick and take the stick apart. Inside, you'll find a circuit board with seven wires connecting to it. The red wire is the offending one and needs to be disconnected. Just unplug it from the connection on the circuit board. To stop it touching any other connectors when you use the joystick, put a little Sellotape over the wire. Now, all that's left is to replace the cover and handle and make sure that all is working.

Next month, I'll be telling you how to make a garage for your Sinclair C5 out of two washing up liquid bottles and the inside of an egg-box.

UP THE POLE!

Next, *Decathlon* fans, a bug in Daley Thompson's version. J S Percival from Ashford in Kent reckons that he's tracked one. If you fall off the pole during the pole vault (by releasing the jump key), the pole will totally disappear. It can only be obtained again by completing the event without a pole or by waiting until the game ends and then pressing the demo key. Thanks, Mr Percival. Maybe the pole is actually still there, but jumping over a 16 foor bar without one has affected your vision!

MORE MUD

Our MUD feature from last year is still generating letters asking how you can get hooked up to this game. So, if you're still in the dark, read on.

MUD runs on a DEC-10 mainframe at Essex University. You access it via the telephone lines, using your micro and a modem. You'll also need some special software to give your terminal a scrolling display. If you have a BBC, use a comms ROM such as TERMI or COMMUNICATOR. If you have a Spectrum, you'll find a program on the Spectrum telesoftware section which gives your computer a 40-column scrolling display.

Next, you need a PSS account. PSS is the British Telecom data system which MUD is connected to. Setting up a PSS account costs £25 and details can be had on 01 020 0661.

OUT OF CTRL?

Jettinder Kumar wants to know about the CTRL key on his Texas micro. What's it for? — he asks. Some programs use the CTRL (or Control) key as an extra shift key. Hold it down and press another key and it will produce certain effects. CTRL-C, for example, will usually allow you to stop a BASIC program that is running. Not all micros have this key and, even if they do, not all use it. If you want to write a program to detect it, CTRL-A has an ASCII code of 1, CTRL-B is 2 . . . and CTRL-Z is 26.

VIC HUNCHBACK

January's issue contained a listing for the Vic called Hunchback. Line 2016 said GOTO 2014, but there isn't a line 2014 in the listing. This is all right and the program will still work without line 2014.

VIC/64 PROOFREADER

Here's a handy little proofreading program for Vics and 64s.

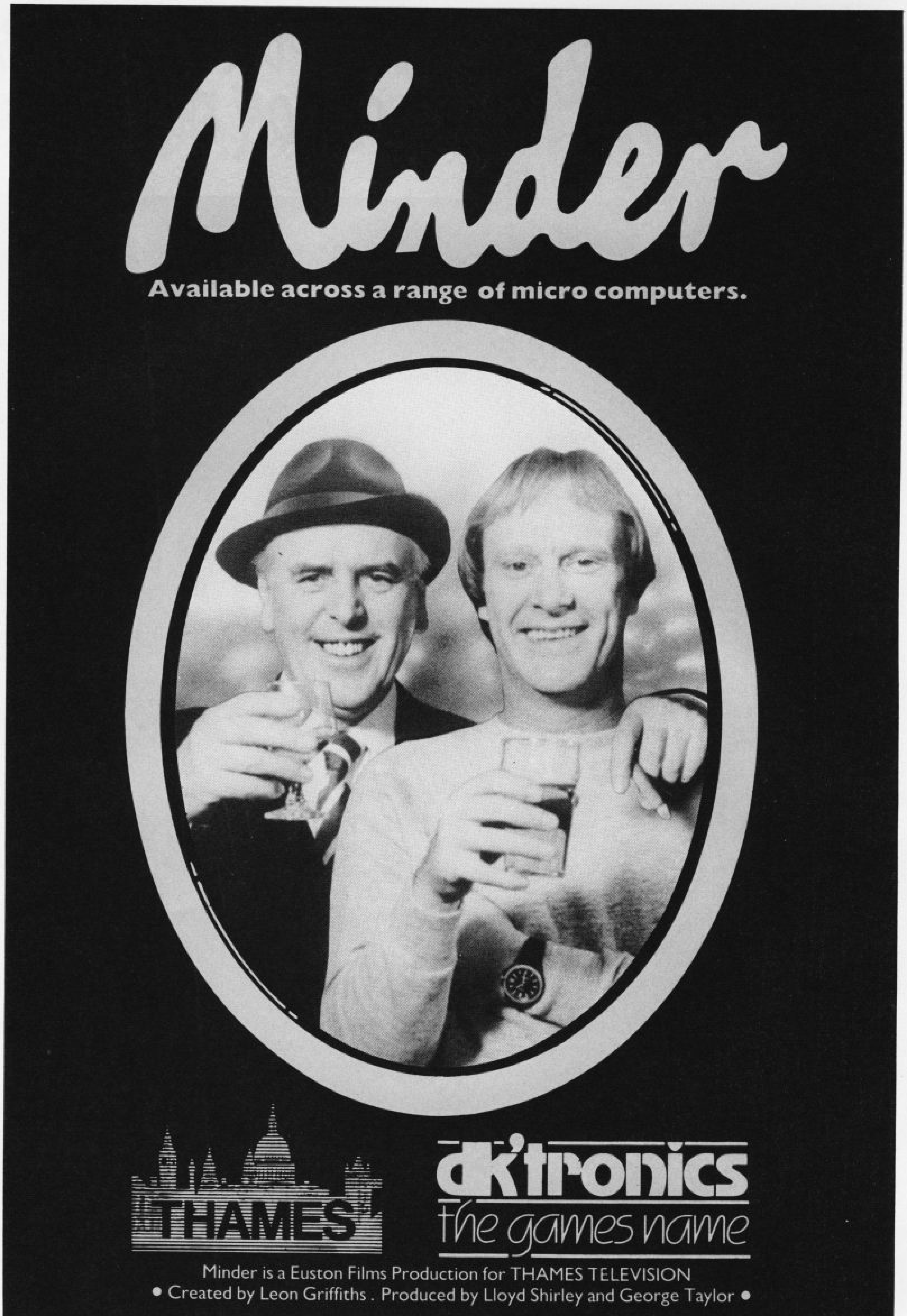
To enable, type SYS 886. Every time you finish the line and hit RETURN, the checksum will appear. RUN/STOP and RESTORE or using the cassette will cancel it.

```
100 PRINT"{CLR}PLEASE WAIT . . .":
    FORI = 8860 TO 1018:READA:
    CK = CK + A:POKEI,A:NEXT
110 IF CK<>17539 THEN
    PRINT"{DOWN} YOU MADE
    {SPACE} AN ERROR":PRINT"IN
    DATA STATEMENT":END
120 SYS886:PRINT"{CLR} {2 DOWN}
    PROOFREADER ACTIVATED.":
    NEW
886 DATA 173,036,003,201,150,208
892 DATA 001,096,141,151,003,173
898 DATA 037,003,141,152,003,169
904 DATA 150,141,036,003,169,003
910 DATA 141,037,003,169,000,133
916 DATA 254,096,032,087,241,133
922 DATA 251,134,252,132,253,008
928 DATA 201,013,240,017,201,032
934 DATA 240,005,024,101,254,133
940 DATA 254,165,251,166,252,164
946 DATA 253,040,096,169,013,032
952 DATA 210,255,165,214,141,251
958 DATA 003,206,251,003,169,000
964 DATA 133,216,169,019,032,210
970 DATA 255,169,018,032,210,255
976 DATA 169,058,032,210,255,166
982 DATA 254,169,000,133,254,172
988 DATA 151,003,192,087,208,006
994 DATA 032,205,189,076,235,003
1000 DATA 032,205,221,169,032,032
1006 DATA 210,255,032,210,255,173
1012 DATA 251,003,133,214,076,173
1018 DATA 003
```

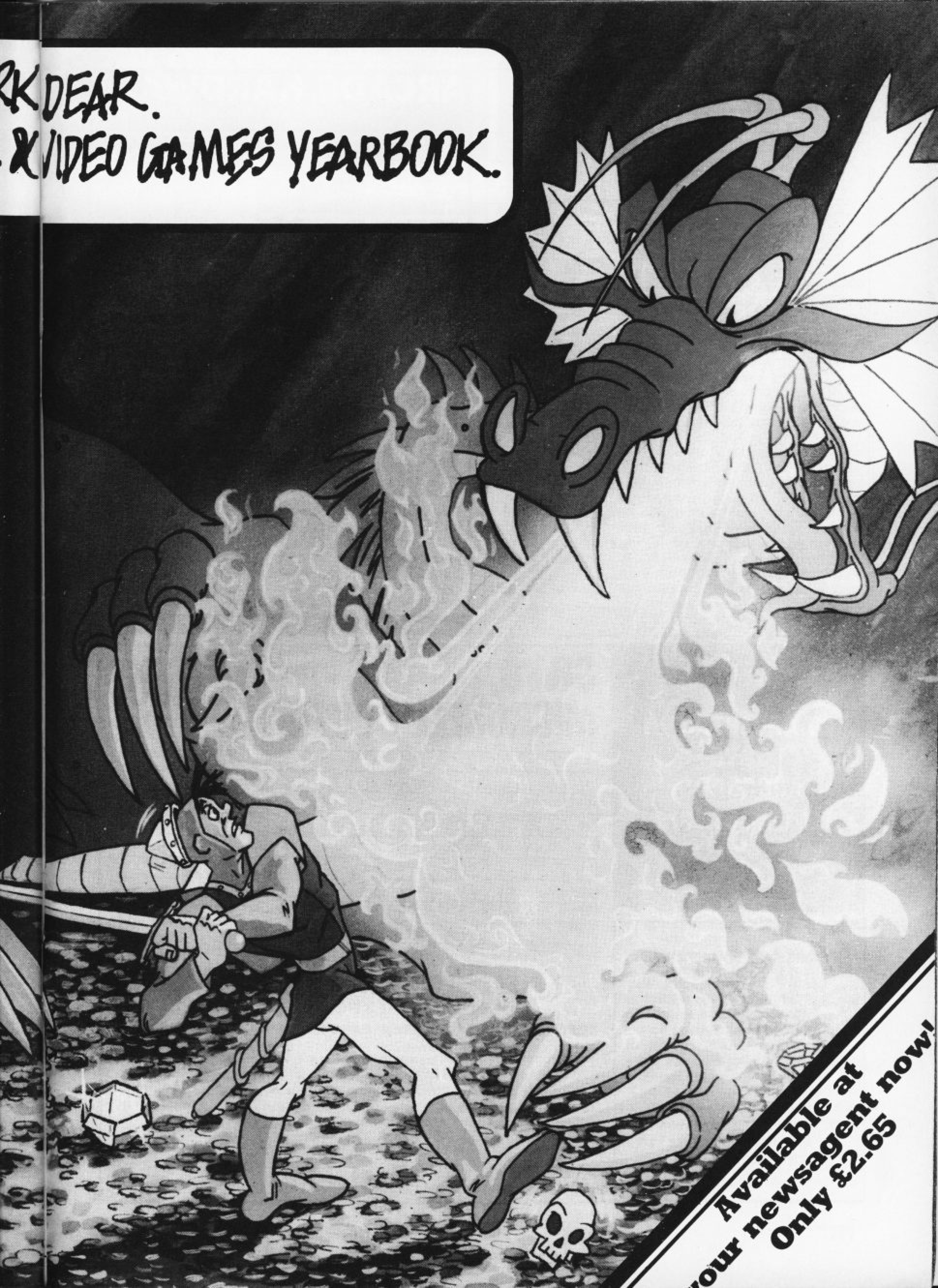
ALL THE NUMBERS

That's all for this month. To contact Bug Hunter, leave a message on my answering machine on 01 251 5633. Or on Prestel mailbox 012786556. Or on VISA bulletin board, if you have a Micronet-type modem — the phone number is 01 958 7098. If you're into American databases, reach me on Compuserve on 74106,1637 or on People/Link as Hex Maniac. As a last resort, you could always send me a letter through the post!

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BORED GAME

I have a friend who, whenever I mention board wargames, chooses to interpret it as bored wargames. I must admit that for CCS's *Air Defence*, it is an apt enough description. *Air Defence* is one of those games where the player would really do much better if he were a computer himself — he would probably enjoy it more too!

Upon loading, the game looks quite interesting. The map is fictional and depicts a section of coastline that you must defend. Most of the elements of strategic air warfare are there — you must defend the radar station or you'll be fighting blind; you must defend your factory complex or your squadrons won't be able to rearm; you must defend your headquarters for fear of losing communications with your forces. You even have a naval unit (which never seems to move) equipped with SAM missiles, not to mention two airborne early warning squadrons and a couple of in-flight refuelling tankers.

Like *NATO Commander*, the game is played in a sort of real-time fashion but without the luxury of a freeze command. As the first waves of enemy bombers appear over the horizon, you have no trouble scrambling a few squadrons to head them off but as more and more squadrons follow, *Air Defence* rapidly becomes an exercise in hitting keys quickly enough. To say the game doesn't demand thought would be unfair — logistical problems mount very swiftly after the first few easy kills — but the sort of thought demanded frankly leaves me cold. All you need to do is make sure you intercept each target with a squadron of fighters and make sure they can get back to an undamaged airfield without running out of fuel. The enemy bombers come in on randomly assigned and independent flight paths, so concocting any devious master plan is not on at all.

To keep you on the edge of your seat, the game instructions fail to tell you how either side can win! In the end, I got so fed up with the never-ending procession of enemy bombers that I grounded all my fighters and sat, waiting calmly for defeat.

LESS WAR, MORE GAME

It just so happens that the next game I decided to dip into after poor old *Air Defence* was another CCS product, this time called *War Zone*. I loaded it with some trepidation. So, it was with gurgles of glee (and lashings of poetic licence) that I realised, after a few minutes' play, that *War Zone* was a little gem.

War Zone makes no pretence at being an ultra-realistic simulation — the pieces are actually called pieces in the rules, rather than the usual units or divisions wargamers are by now accustomed to, squares are squares, not hexes, and turns are turns rather than battle phases or whatever. *War Zone* makes a virtue of simplicity. The board consists of nine 10x10 sectors.

The three types of piece at your disposal — tanks, infantry and artillery — all have their clearly defined functions. Somewhat illogically, infantry move faster than tanks but this works well in game terms. The artillery moves slowly but has a long range for firing, the tanks move at a medium pace and have a medium range for firing while the infantry move swiftly but can only engage in hand-to-hand combat.

When it is your turn, you can move all your pieces. Those that can fire can do so before or after movement. If you score a hit, the enemy piece is removed immediately. If you don't, it gets the opportunity to fire back. If you move a piece next to an enemy piece, hand-to-hand combat immediately starts and there will only be one survivor. There are no in-betweens, no damaged or resting units — it is simply life or death.

Finally, when the computer takes its turn, you can sit back and watch the enemy tanks, infantry and artillery tramp across the sectors you are allowed to see, looking on helplessly as your own pieces get cruelly zapped. Nothing works up a good rage better than having to watch your carefully deployed lines being reduced to tatters.

War Zone is not a game that will appeal to fans of realistic simulation, but for those of you who like strategic problems, without distraction of massive tactical fuss and detail, I can recommend *War Zone* highly. It's for the 48k Spectrum — watch out for it!

APOCALYPSE LATER

"REUTERS. . . BERLIN: All access routes to the city of Berlin have been closed by the East German Government. American and British outposts report contact with Russian mechanised forces. The Soviet government refused to acknowledge the outbreak of hostilities but noted that 'appropriate measures' were being taken."

This is the chilling scenario that introduces the US Gold wargame, *Nato Commander*. The Commodore 64 plays the part of the Warsaw Pact, directing a flood of armoured divisions and mechanised infantry across the Iron Curtain — you have the unenviable task of stopping them. At your disposal are 24 NATO divisions, surface to air missile units, assault helicopter units, air wings and two groups of Pershing tactical nuclear missiles.

Just so it doesn't become a piece of cake, the game proceeds in "accelerated" time — minutes tick away like seconds and, as they do so, the Soviet attack rolls forward.

It is at this point that *NATO Commander* truly lives up to its name. Each unit has its own built-in intelligence and it will not only choose its own "best path" from its current position to the location you've ordered it to, it will also make its own decision to retreat if attacked in overwhelming strength. This leaves you free to concentrate on those things a supreme commander is really there for — strategy and tactics. The day-to-day problems of the unit commanders are all handled by the computer.

The hard-pressed Berlin garrison is soon forced to retreat or surrender. By the second day, you get news that the French have joined the battle (on your side, that is). The Italians can be relied upon to surrender shortly afterwards. Finland struggles bravely on but finally succumbs to the sheer weight of the Soviet onslaught.

The realism of this game is frightening and the battle for Europe unfolds just as the professional scenario-makers say that it will. Day three is likely to see you reaching desperately for your tactical nukes as the Soviet pressure becomes unbearable.



SELDON'S GAME

Seldon's Game, this month, reaches the point where all you would-be psycho-historians can begin to study the course of galactic history in full detail. The Spectrum listing printed here is to be added to the listing provided in the last *5th Column*, so you should take care to get the line numbers exactly right or nasty things may happen!

The new routines allow you to check the vital statistics of individual stars as the game progresses and also enable the calculations which influence a star's growth rate and centralisation factor. The game has now been limited to 26 stars (one for each letter of the alphabet) to make star identification simpler. Now, however, you must enter a random seed number at the beginning of the game. This should be between 1 and 65535. Use the same number again and you will get the same galactic set-up. Enter 0 for a truly random set-up.

During processing, the border colour becomes red — when it turns black again, you can check on individual stars before initiating the next phase. Press "1" to label each star by letter on the galactic map. Press "1" again to redraw a label-free map. Press any of the letter keys to access details of an individual star. Press "0" to initiate the next phase of the game. These key presses are valid in galactic map mode or individual star mode.

A star's read-out gives you its name, its growth, centralisation, strength and power, its ruling star and the code letters of the stars it rules. Also listed are its sociotype and its epoch.

However, if the star rules other stars, its power may be swelled due to the centralisation factor. Centralisation indicates what proportion of a subordinate star's strength the ruling star takes to add to its own strength and use as power. A star with a centralisation factor of 0.9 will grab 90% of the strength of the stars it rules, all of which will go to swell its power.

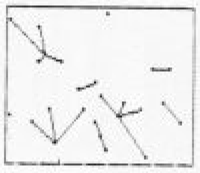
Finally, we come to "sociotype" and "epoch". For this month, I've give all the stars the same sociotype — Zero Normal. More types will follow soon! A star's sociotype never changes during the course of a game but what "epoch" it is governed by does change. A Zero Normal star, for instance, can be in one of two epochs, Imperial or Communal. The key point about an epoch is that it directly influences the way a star's growth rate and centralisation factor change over time.

In the next *5th Column*, we shall see how changes in epoch occur in accord with sociotype. This month, for simplicity, the epochs are constant. Your brief is to explore the intricacies of galactic power and to observe how a star's epoch is crucial to its rise or fall. You might also pause to consider an interesting question: which of the two epochs has the best chance of seizing ultimate power, Imperial or Communal?

I'm sure the Kremlin would like to know but, failing that, you can always send me the answer — don't forget to say why!

```
STAR SYSTEM PROCYON

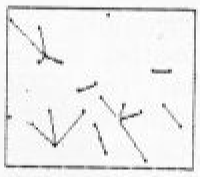
GROWTH           3.97
CENTRALIZATION   0.9
STRENGTH         4010
POWER            5010
RULING STAR      NONE
STARS RULED      ACNQU
```



```
SOCIOTYPE
ZERO NORMAL
EPOCH
IMPERIAL
PHASE 6
```

```
STAR SYSTEM SCORPIUS

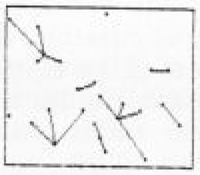
GROWTH           3.09
CENTRALIZATION   .0466
STRENGTH         5770
POWER            6430
RULING STAR      NONE
STARS RULED      EHIY
```



```
SOCIOTYPE
ZERO NORMAL
EPOCH
COMMUNAL
PHASE 6
```

```
STAR SYSTEM ICARUS

GROWTH           5.16
CENTRALIZATION   0.264
STRENGTH         1320
POWER            1130
RULING STAR      SCORPIUS
STARS RULED
```



```
SOCIOTYPE
ZERO NORMAL
EPOCH
COMMUNAL
PHASE 6
```

```
  10 DEF FN l(n)=10↑(INT (LN n/L
N 10)-2)
  11 DEF FN s(n)=INT (.5+n/FN l(
n))*FN l(n)
  20 LET nt=1: REM no. types
  21 DIM t$(nt,12): REM type nam
es
  22 DIM m(nt): REM type modes
  23 FOR k=1 TO nt
  24 READ t$(k),m(k)
  25 NEXT k
  30 LET ne=2: REM no. epochs
  31 DIM e$(ne,12): REM epoch na
mes
  32 FOR k=1 TO ne
  33 READ e$(k)
  34 NEXT k
  40 GO TO 1000
  67 REM --------------------
  68 REM Print to 3 sig. figs.
  69 REM --------------------
  70 IF nm=0 THEN PRINT nm: RETU
RN
  71 IF nm<0 THEN LET nm=ABS nm:
 PRINT -FN s(nm): RETURN
  72 PRINT FN s(nm)
  73 RETURN
 500 REM ---------------
 501 REM Adjust Growth
 502 REM & Centralization
 503 REM ---------------
 510 FOR n=1 TO ns
 520 GO SUB (6000+50*(e(n)-1))
 530 NEXT n
 540 RETURN
1015 LET ns=26
1020 INPUT "Random Seed       ? "
;rnd: RANDOMIZE rnd
1185 DIM t(ns): REM sociotype
1190 DIM e(ns): REM epoch
1195 DIM n$(ns,10)
1196 FOR k=1 TO ns: READ n$(k):
NEXT k
1215 LET t(n)=1+INT (RND*nt)
1216 LET e(n)=1+INT (RND*m(t(n))
)
1370 LET ph=0
1400 GO TO 3000
2110 RETURN
2120 REM --------------
2121 REM Identify Stars
2122 REM --------------
2130 FOR n=1 TO ns
2140 PRINT AT y(n),x(n); INK 6;C
HR$ (64+n)
2150 NEXT n
2160 RETURN
2200 REM -----------------
2201 REM Print Star Details
2202 REM -----------------
2210 PAPER 0: INK 4: BORDER 0: C
LS
2211 PLOT 0,0: DRAW 132,0: DRAW
0,92: DRAW -132,0: DRAW 0,-92
2212 FOR n=1 TO ns
2213 PLOT 2+4*x(n),88-4*y(n)
2214 DRAW 0,1: DRAW 1,0: DRAW 0,
-1
2215 LET m=r(n): IF m=n THEN GO
TO 2217
2216 DRAW 4*(x(m)-x(n)),4*(y(n)-
y(m))
2217 NEXT n
2220 INK 7: PRINT AT 0,0; INK 6;
"STAR SYSTEM ";n$(s): PRINT
2232 PRINT "GROWTH","
"
2233 PRINT "CENTRALIZATION","
"
2234 PRINT "STRENGTH","
"
2235 PRINT "POWER","
"
2236 PRINT "RULING STAR","
"
2237 PRINT "STARS RULED","
"
2238 PRINT ,"                "
2240 PRINT AT 10,18;"SOCIOTYPE"
2241 PRINT AT 12,18;"
"
2242 PRINT AT 15,18;"EPOCH"
2243 PRINT AT 17,18;"
"
2244 PRINT AT 21,18; INK 4;"PHAS
E ";ph
2259 INK 6
2260 PRINT AT 2,16;: LET nm=g(s)
: GO SUB 70
2261 PRINT AT 3,16;: LET nm=c(s)
: GO SUB 70
2262 PRINT AT 4,16;: LET nm=s(s)
: GO SUB 70
2263 PRINT AT 5,16;: LET nm=p(s)
: GO SUB 70
2264 PRINT AT 6,16;
2265 IF r(s)=s THEN PRINT "NONE"
: GO TO 2267
2266 PRINT n$(r(s))
2267 PRINT AT 7,16;: LET rs=0: F
OR k=1 TO ns
2268 IF r(k)=s AND k<>s THEN PRI
NT CHR$ (64+k);: LET rs=rs+1: IF
 rs=16 THEN PRINT AT 8,16;
2269 NEXT k
2270 PRINT AT 12,18;t$(t(s))
2271 PRINT AT 17,18;e$(e(s))
2276 INK 4: LET inv=0
2277 INVERSE inv
2278 PLOT 2+4*x(s),88-4*y(s)
2279 DRAW 0,1: DRAW 1,0: DRAW 0,
-1
2280 LET inv=1-inv
2281 IF inv=0 THEN GO TO 2277
2282 IF k$="0" OR k$="1" THEN RE
TURN
2285 LET k$=INKEY$: IF k$<"a" OR
 k$>"z" THEN GO TO 2277
2290 LET s=CODE k$-96
2295 BEEP .1,0: GO TO 2220
2300 REM ---------------
2301 REM Display Options
2302 REM ---------------
2310 LET vector=2000
2315 GO SUB vector
2320 LET k$=INKEY$
2330 IF k$="1" THEN LET vector=4
120-vector: GO TO 2315
2340 IF k$="0" THEN RETURN
2350 IF k$<"a" OR k$>"z" THEN GO
 TO 2320
2355 LET s=CODE k$-96
2360 GO SUB 2200
2370 IF k$="0" THEN GO SUB 2000:
 RETURN
2380 GO TO 2310
3010 GO SUB 2000
3020 LET ph=ph+1: BORDER 2
3030 GO SUB 200: GO SUB 500
3040 GO SUB 2300
3050 GO TO 3020
3900 REM ****************
3901 REM
3902 REM CHANGES OF EPOCH
3903 REM
3904 REM ****************
3905 REM
5990 REM *************
5991 REM
5992 REM EPOCH EFFECTS
5993 REM
5994 REM *************
5995 REM
6000 REM << IMPERIAL >>
6010 LET g(n)=g(n)+1.3/(1+c(n))
6015 LET cf=.0003*p(n): IF cf>.9
 THEN LET cf=.9
6020 LET c(n)=cf
6030 RETURN
6050 REM << COMMUNAL >>
6060 LET g(n)=g(n)*(1+c(n))/1.4
6065 LET cf=300/(p(n)+1): IF cf>
.75 THEN LET cf=.9
6070 LET c(n)=cf
6080 RETURN
8000 DATA "ZERO NORMAL",2
8010 DATA "IMPERIAL"
8020 DATA "COMMUNAL"
9000 DATA "ANTARES"
9001 DATA "BELLATRIX"
9002 DATA "CYGNUS"
9003 DATA "DRACO"
9004 DATA "EROS"
9005 DATA "FOMALHAUT"
9006 DATA "GEMINI"
9007 DATA "HYDRA"
9008 DATA "ICARUS"
9009 DATA "JUPITER"
9010 DATA "KRYPTON"
9011 DATA "LEO"
9012 DATA "MERAK"
9013 DATA "NEPTUNE"
9014 DATA "ORION"
9015 DATA "PROCYON"
9016 DATA "QUATERMASS"
9017 DATA "RIGEL"
9018 DATA "SCORPIUS"
9019 DATA "TRANTOR"
9020 DATA "URANUS"
9021 DATA "VULCAN"
9022 DATA "WOTAN"
9023 DATA "XERXES"
9024 DATA "YANTRA"
9025 DATA "ZETA"
```

THE SMASH HIT COMPUTER GAMES PACK



SPECTRUM 48K

TAPE A
3D STARSTRIKE (Realtime Software)
BLUE THUNDER (Elite)
SON OF BLAGGER (Alligata)
AUTOMANIA (Mikro Gen)
BUGA-BOO (Quicksilva)

TAPE B
PSYTRON (Beyond)
WHEELIE (Microsphere)
FALL GUY (Elite)
BLADE ALLEY (P.S.S.)
PENETRATOR (Melbourne House)

COMMODORE 64

TAPE A
TALES OF THE ARABIAN NIGHTS (Interceptor Micros)
POSTER PASTER (Taskset Ltd.)
FLIGHT PATH 737 (Anirog)
PSYTRON (Beyond)
SON OF BLAGGER (Alligata)

TAPE B
SUPER PIPELINE (Taskset Ltd.)
TROLLIE WALLIE (Interceptor Micros)
AUTOMANIA (Mikro Gen)
GHOULS (Micropower)
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HALL OF FAME

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T-shirt size sm ☐ med ☐ lge ☐

I scored ....

Time taken ....

Game ....

Computer ....

Witness's signature ....

OUR HALL OF FAME GAMES

Since we relaunched our Hall of Fame with some new games, your hi-scores have been flooding in. Keep it up! If you look below, you'll see we've added a few more new games for you to try your skill at. There's *Starbike* — the space game with a difference from The Edge—Acornsoft's *Elite*, a very sophisticated trading game and Micro-Gen's *Pyjamarama* — a sort of Jet Set Wally!

JET BOOT JACK
English Software's excellent platform adventure starring the man with the jet-powered boots.

STARSTRIKE
Classic space shoot-out based on the *Star Wars* theme. For ace blasters only!

JET PAC
Fly Jet Man around the screen collecting the three sections of his space ship.

DONKEY KONG
The king of climbing games. The ape, the carpenter, and the blonde are now available on Atari, Vic 20, 64, and TI-99/4a from Atarisoft.

MANIC MINER
The zany 20-screen climbing game that introduced Miner Willy.

JET SET WILLY
What Miner Willy did next. This time there are 60 screens.

THE PYRAMID
***The Pyramid* has Fantasy's unique high score verification system.**

ZALAGA
Splendid arcade clone for the BBC.

SABRE WULF
Similar to *Atic Atac* but twice as tough and thrice as pretty.

PSYTRON
Beyond's first big hit for the Spectrum. *The Psytron* is a computerised defence system for the planet Betula 5.

ELITE
Acornsoft's sophisticated space trading game. Great graphics and action.

STARBIKE
The Edge promise a gold BMX bike to the highest scorer on their new game.

JUMP CHALLENGE
Eddie Kidd's brand new computer game which features buses, barrels and bikes. Even Eddie found it difficult!

PYJAMARAMA
Wally steps into a nightmare — and into *C&VG's* Hall of Fame.

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HALL OF FAME

N•E•X•T M•O•N•T•H N•E•X•T

AMAZING AMSTRAD EXTRAVAGANZA!

Switch on your favourite magazine next issue and you'll find a very special add-on inside. It's an Amstrad extravaganza — everything you wanted to know about this exciting new machine but were afraid to ask. Competitions, listings and games reviews — plus lots more.



Hip Hop! Bee-Bop! Don't stop! Check out all the crucial moves in C&VG's hip-hopping Break Fever Competition. Win clothes and videos. Don't worry — we won't be asking you to do any headspins — but if you don't want to get wacked out, bounce down to your local newsagent and ask for C&VG, the magazine that's really got the juice!

Kerrrang! Kapow! Kersplat!

The superheroes are back. And we've got exclusive news of Scott Adams latest Marvel-lous Adventure based on the Fantastic Four. Keith Campbell takes on The Thing, Human Torch and the rest of the FF team — and survives! Ask for the magazine with the Fantastic Four on the cover.

Plus — a great Brian Jacks Superstar competition, games listings, reviews — all in one great package. You just can't afford to miss it!

Soon, one of the world's most famous special agents will be starring in a very special computer game. Find out more in *C&VG*, the magazine that is licensed to thrill!

ALIEN 8



Want to see a map of Ultimate's latest instant classic, *Alien 8?* Don't miss May's *Computer & Video Games* when Prof Video ventures into the lost starship from a distant planet to bring you hints on how to guide it safely to a new world.

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LATE RESULTS

The 50 winners of the Legend of the Knuckerhole competition will each receive copies of the game from English Software. They are:— **Simon Willingham**, Birmingham; **Scott Weeks**, Aylesbury; **C S Browton**, Herne Bay; **P M Lovelock**, Chelmsford; **Sascha Burden**, Llantwitt Major, S Wales; **Lindsey Paton**, Godalming, Surrey; **Simon Reid**, London; **Colin Hutt**, Lowestoft; **Iain Slack**, Manchester; **Damian Jones**, Bradford; **Michael Georgiades**, London; **Kelvin Leese**, Stoke-on-Trent; **Steve Cantle**, Bagshot, Surrey; **Steven Crane**, Nr Wakefield; **Paul Servert**, Harrogate; **David Shryane**, High Wycombe; **A Davis**, Herts; **Peter Gill**, Essex; **Binoy James**, Qatar; **Robert Yeung**, Birmingham; **Steven Trick**, Chorley Wood; **Hugh Wills**, Blackpool; **Andrew Smith**, Stroud; **P Hall**, Hull; **Robert Stock**, S Glamorgan; **James Moore**, Blackburn; **Thomas McDermid**, Greenock; **Chris Nicholls**, Co. Durham; **Neil Wakeman**, Clwyd; **Kevin Noble**, Warwickshire; **R Pettigrew**, Cheshire; **Duncan Amstrong**, Laarbruch; **Stuart Birch**, Bahrain; **Thomas Martin**, South Shields; **Michael Plester**, Cambs; **Blake Huebner**, Belgium; **Peter Willis**, W Glamorgan; **Mike Eastgate**, Surrey; **Daniel Tobe**, Kenton; **Ray Rehansah**, Abu Dhabi; **Thomas Naylor**, London; **Malcolm Bergh**, Enfield; **Cameron Smith**, Lancs; **Carl Wetton**, Qatar; **Jason Leyland**, Nottingham; **A Renshawe-Strack**, Surrey; **J Willox**, Peterborough; **Maurice Collins**, Co. Limerick; **Rajesh Thakerar**, Wembley; **Chris Fitch**, London.

* * *

The correct frame for the Spy vs Spy competition was number four. The first 10 out of the box are as follows:— **Ian Urquhart**, London; **Jason Hayward**, Brighton; **Lee Russell**, London; **Frederid Lundborg**, Abu Dhabi; **Michel Bonset**, Holland; **Richard Wilson**, Cheshire; **Neil Punton**, Fife; **Andrew Perry**, Crawley; **Mrs Bastin**, Truro; **Dagmar Schuster**, West Germany.

* * *

25 winners each receive a copy of the Stranglers Adventure game for their Spectrum.

They are:— **Pedro Loureiro**, Portugal; **Kusic Alexander**, France; **Lee Brown**, London; **J Greenhalf**, Morley; **Gerard Madden**, Warrington; **Andrew Dalli**, Hastings; **Wayne Smith**, Hull; **A Dais**, St Albans; **Ceri Williams**, Aberdare; **I Newson**, Chelmsford; **Lynda Heaton**, West Yorks; **Tom McGuiness**, Broadstairs; **S G Mitchell**, Basingstoke; **Alan Paul**, Co. Derry; **Neil Collier**, Birmingham; **Jason Tucker**, Gwent; **Stephen Wetten**, London; **C Greenhall**, Blackpool; **M J Davies**, Dyfed; **P M Lovelock**, Chelmsford; **Kevin Edwards**, Wiltshire; **Shaun Holmes**, Suffolk; **Stuart Walsh**, Letchworth; **Stephen Smith**, Lincs; **Deno Hewson**, Bahrain.

At 21.15 hours on the night of May 16th 1943 a flight of specially prepared Lancaster Bombers led by Wing Commander Guy Gibson of 617 Squadron left Scampton Airfield for a mission so daring, that if successful, would do immense damage to the German war machine and change the course of World War II.



'Dambusters' Lancaster Bomber reproduced by kind permission of the Royal Air Force Museum, Hendon.

On May 16th 1985, a computer program will be launched, so full of excitement and realism that it will change the course of games software production.

THE DAM BUSTERS

You will relive the spine chilling experience of this famous raid as you take the place of some of the bravest men in recent history. You will play the role of pilot, navigator, gunner and bomb-aimer in this real-time multiscreen, arcade/strategy game which is an authentic recreation of that fateful flight.

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SUPER SKETCH

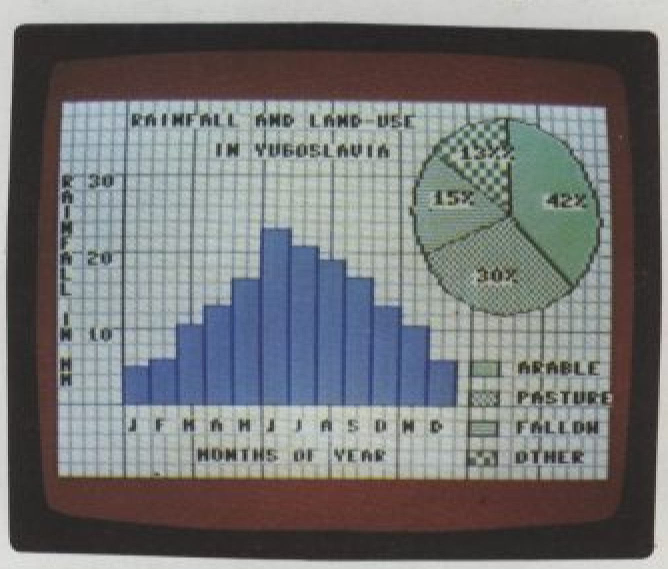
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- Zoom Window

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